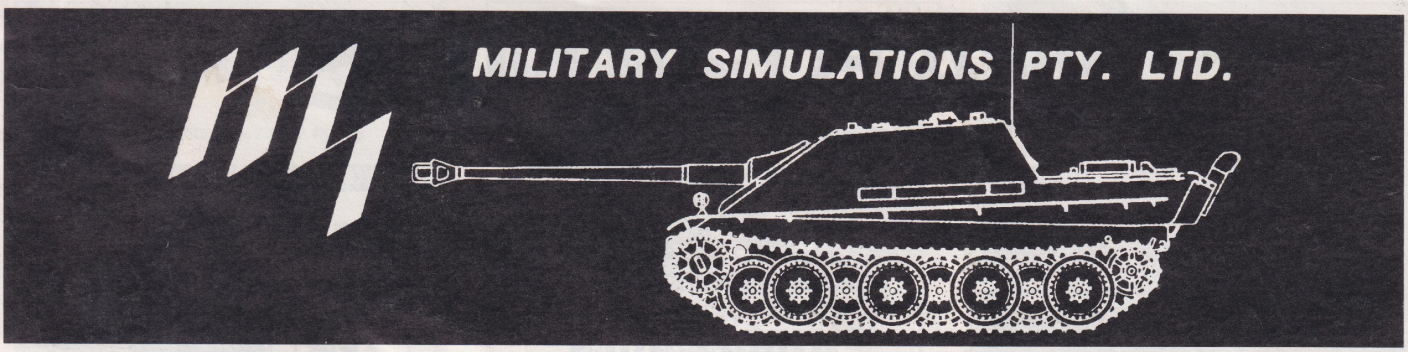
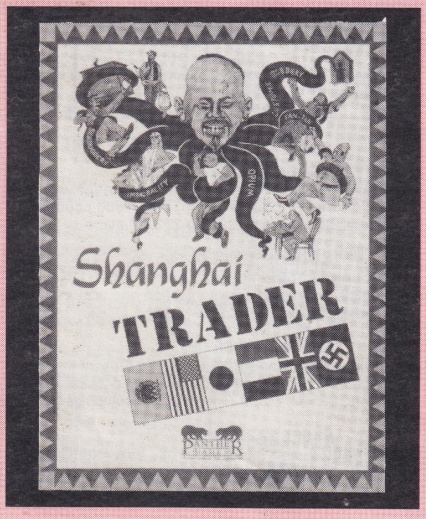


MAIL-ORDER CATALOGUE

The Greatest Selection of Conflict Simulations

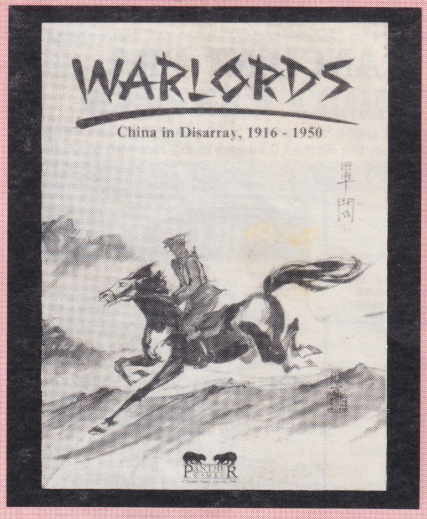
Summer 1989-'90



SHANGHAI TRADER $10.00

Shanghai: renown 'Sin City' of the early 20th century Orient was, at that time, the unwilling host to a nefarious subculture of criminal hierarchies that had pervaded every facet of society in a heinous quest for vast riches. Now six unscrupulous people can emulate these lawless organisations and their uncompromising struggle to amass fortunes with various illicit rackets. Each player assumes the role of an adventurous trading baron - either American, British, French, German, Japanese or White Russian - who is destined to establish a trading empire in old Shanghai. But as with the historical counterparts, their seemingly conventional businesses are but a facade to disguise a more ruthless enterprise. The winner of this ignominious contest is the one who rips off the economy the most and survives to spend their ill-gotten gains overseas! Every trading baron must construct the logistical framework for his or her long-term machinations; this includes establishing an array of legitimate companies and employing a large entourage of personal, from a veritable army of low-skill workers to a select clique of managers. At this point in the game, as the first licentious operations are tentatively set in motion, player interaction will be be of a more mutually beneficial nature. Alliances between growing factions becomes an economic proposition that cannot be ignored. These deals, founded upon the dubious trust of a co-conspirator, will help one and all in building up their respective powerbases. Then the fun begins. Players slowly lose all pretence of conducting a fair contest as they embrace every form of vice and deceit that Shanghai offers. Money is accrued by whatever foul means this city of base pleasures can support - what had started out as a fairly diplomatic game quickly becomes a more perverse race of financial domination. And as those lewd bank accounts balloon to gigantic proportions the players begin to entertain thoughts of leaving. But only one baron can escape Shanghai with bulging wallet in tow, thus the beguiling mask of camaraderie falls as everyone suddenly resorts to vile thuggery and bloody assassinations to eliminate rivals! Subtle blackmail and crude vendettas abound in a frenzied cut-throat struggle for survival - for to the very last turn of this outrageous competition any one person can win and all can lose. With 224 colour counters, 16"x23" map, 12 cards, and a wad of paper money. This is a complete boxed set.

BOTH of these games can be purchased as a set for just **$15.00!**



During the first half of this century China was a nation split asunder by a myriad assortment of independent provinces and warring district militia. The complete unification of these bickering factions, or the conquest of the entire mainland, were deemed to be the only solution to China's identity crisis. The task of forging one national ideal from a quagmire of local allegiances was left to only the most powerful individuals of this era - the Warlords. In this amusing simulation three to seven people assume the role of these warrior-kings, each competing for the ultimate position of authority. Political diplomacy and military expansionism are the key stratagems to victory, the winner will be the person who successfully combines these two seemingly polarised tactics. This is a game of subtle deception and bold maneuvers - players must combine oratory skill, to woe potential allies, with a single-minded disregard for the sensibilities of their enemies. The mechanics of play are quite simple, with historical options available for a more complex competition. Each turn the warlords collect taxes from their land assets, this basic revenue is enhanced by foreign aid and bribery. The total sum is then allocated to the building, maintaining and supplying of armies. These forces are employed to defend or capture provinces and capitals, to subdue revolts, curtail guerrillas, and coerce opponents. For all the bloody-minded chicanery that player interaction promotes, the emphasis is on having an entertaining contest between friends (or ex-friends, depending upon how seriously one takes to being back-stabbed!). Components include 252 counters, a 19"x23" map, three scenarios and a 1926-1950 campaign game. Boxed.

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WARGAMES

THE GAME COMPLEXITY SYSTEM

*	**BASIC**:	Ideal for beginners
**	**INTERMEDIATE**:	For novice players
***	**ADVANCED**:	For experienced gamers
****	**MASTER**:	Gung Ho veteran gamers only

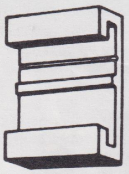
INTRODUCTION TO WARGAMING

JED **BASIC TRAINING**
A magazine-game solely designed to introduce the reader to the simple mechanics (movement & combat) of wargaming. Very easy to assimilate & fully illustrated, this is an ideal primer for all raw recruits. Includes a complete mini-game. **$1.00**

JED **BEGINNER'S GUIDE TO WARGAMING**
Continues the learning process of BASIC TRAINING. Such topics as unit (counter) types, the language of wargames, solitaire play, ideal first games (reviews), etc, are covered in separate chapters. Features a mini-game: 'The Battle for Moscow' with 39 counters and a 8"x11" map. **$5.00**

COUNTER MAGNETS

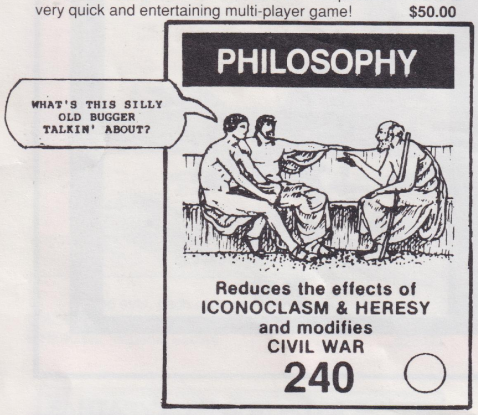
Makes playing on a vertical surface a perfect alternative for gamers with limited playing space - ideal for conducting operations from the fridge, where liquid refreshment is right under your campaign! Also suitable for those gamers whose counters disappear from sporadic overruns at the sticky hands of children, or surrender to the curious tongue of a family pet! Counter magnets can be stacked 8 to 12 units high, and are available in two sizes - 1/2" for games like Jedko's RUSSIAN CAMPAIGN (80 magnets per box) - and 5/8" for games such as AH's PANZER LEADER (55 magnets per box).



$10.00 per box

ANCIENT ERA

AH **BRITANNIA** *
3-5 player game that covers 1000 years of British military history from the Roman invasion to the Norman assault of 1066AD. 256 counters and a 22"x24" mapboard. This is a very quick and entertaining multi-player game! **$50.00**


PHILOSOPHY
WHAT'S THIS SILLY OLD BUGGER TALKIN' ABOUT?
Reduces the effects of ICONOCLASM & HERESY and modifies CIVIL WAR
240

AH **CIVILIZATION** *
2-9 players seek political, economic and cultural superiority for their nations. This is a classic game with a very high level of player interaction and no dice required! Set from 8000BC to 250BC. Although conflicts do occur between emerging empires, the game cannot be won by military means alone. 146 cards, 639 counters and two 22"x51" mapboards. **$60.00**
CIVILIZATION TRADE CARDS 50 new cards **$10.00**
WESTERN EXPANSION SET Adds a 22"x11" mapsheet extension (complete with an Archaeological Succession Table), plus rules for 5-7 players. Makes a great game better. **$15.00**

WES **IMPERIUM ROMANUM II** ***
35 scenarios cover 700 years of the Roman Empire, from military superiority to decadent collapse. Rules feature political, economic, and military conflict. 800 counters include Legions, Fleets, cavalry, artillery, engineers, ect. A 22"x51" map covers Britannia to Parthia. 2-6 players. **$70.00**

AH• **SIEGE OF JERUSALUM** (Due Sept.) ****
A 'Monster' game of the lengthy Roman assault of this fortress city. Components include a huge 48"x33" mapsheet, 3 sets of Troop counters (800+), plus charts & game aids, etc. A complete reprint of an old 'Historical Perspectives' game. "Not for the faint of heart!" says the Avalon Hill PR man. **$90.00**

TAS **VICEROYS** ****
World exploration, colonisation, and conquest by 1-7 young European nations seeking to establish an overseas empire. Set during the post Renaissance years, players must compete for both an economic and military victory. Includes non-player empires and pirate nations. Can be played solitaire! 432 counters, 100+ cards, and a 20"x28" world map. **$60.00**

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GAM **BLOOD ROYALE** **
Noble factions fight for power in 13TH Century Europe. Players must develop military, political and economic (& domestric!) superiority. 273 full-colour counters, 22"x23" mapboard, 30 plastic playing pieces, 96 plastic coins, 63 Event Cards, character sheets and more! **$80.00**

AH **KINGMAKER** **
Popular 2-6 player game of the chaotic English Civil War: 1450-85. Features the usual mediaeval activities - chivalry, war, feudal politics & plague. This game is rife with subtle tactics, uneasy alliances and bold conspiracies. **$50.00**

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Eight Italian & foreign powers diplomatically fight for the unification of Italy. 536 counters & 33"x21" mapboard. Full of military intrigue, political subterfuge and wicked plots! **$45.00**

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A kingdom torn apart by civil war & anarchy; the king lies dead, murdered by a traitor's hand, whilst the forces of scheming Barons ravage the countryside and war upon their rivals. A very entertaining multi-player game that involves a high degree of bloodshed, as well as cut-throat diplomacy, economic greed, and tragic unwelcome hazards! With 251 cards, 558 counters and a 16"x22" mapboard. **$60.00**

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AH **EMPIRES IN ARMS** ****
Covers the Napoleonic Wars of 1805-1815. 2-7 players must endure political, economic and military (sea & land) struggles. Guide a nation through the maze of conflicting interests and ambitions that characterised this bloody war. With 1008 counters and two large 25"x35" maps. **$85.00**

AH **ENEMY IN SIGHT** *
Mobile Frigates and majestic Ships of the Line clash in this fun 18TH Century naval combat card game - mechanics include boarding parties, blockades, Fire Ships, port calls, and more. For 2-8 players. 40 counters & 176 colour cards.**$25.00**

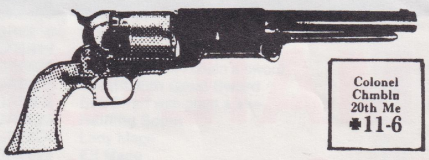
TSR **LA GRANDE ARMEE** ***
Recreates the campaigns in France, Central Europe & Russia during the ten year span of the French Empire. Includes 3 Grand Campaigns and smaller campaign scenarios. With strategic, political & diplomatic options, plus a unique combat system.2-4 players. 1200 counters/four 22"x34" maps.**$75.00**

AH **WAR AND PEACE** **
1805-15: The Napoleonic wars, from the rugged mountains of Portugal to the endless Russian steppes. 1040 counters (Includes 6 major & 19 minor powers) and four 11"x16" mapboards. 9 scenarios plus multi-player campaign. **$55.00**

AH **WOODEN SHIPS & IRON MEN** **
Naval warfare, 1776-1815. Ship vs. Ship duels or Fleet vs. Fleet mega-battles. Uses simultaneous hidden movement, as well as a wealth of technically competent game-mechanics. 27 scenarios, 22"x28" mapboard and 180 counters. **$45.00**

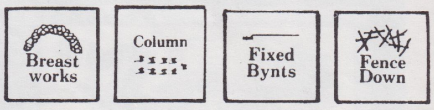
AMERICAN CIVIL WAR

VIC **THE CIVIL WAR, 1861-1865** ***
This covers the entire conflict, from marauding Indians to the Ironclad river engagements. 520 counters and two 22"x32" maps.Emphasis on command resources and leader initiative. Scenarios cover each year or the entire campaign. **$50.00**



WES **CHICKAMAUGA** **
Two days of battle in misty, heavily forested terrain where command control is vital. The South's last chance to crush the Union and win the war. 200 counters and 22"x34" map.**$40.00**

AH **DEVIL'S DEN** **
The battle of Gettysburg and the bloody struggles for Little Round Top and the Devil's Den. 520 counters and a 22"x32" mapboard (30 yards per hex). **$35.00**



TSR **A GLEAM OF BAYONETS** ***
September, 1862, Robert E. Lee's Confederates face the wrath of the North at Antietam. With 1600 counters (Regimental & Battery scale) and two 22"x34" maps. **$70.00**

GDW **A HOUSE DIVIDED - 2ND ED.** *
Introductory grand strategy game, 1861-1865, with an emphasis on lines of communication and accumulative unit combat experience. 160 counters and a 17"x22 " map. **TBA**

VIC **LEE Vs. GRANT** **
The wilderness campaign of 1864. The Army of the Pontomac must capture Richmond from Lee's Army of North Viginia. 520 counters, 22"x32" map & 9 scenarios (3 campaigns). **$50.00**

TSR **REBEL SABRES** ***
Quadrigame of cavalry actions, fully compatible with *TERRIBLE SWIFT SWORD!* 400 counters (at battalion & section level), one 22"x17" and two 22"x34" maps. **$50.00**

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Trust & treachery and bluff & backstabbing for 2-7 players, leading pre WWI European powers through the pain and power of international politics. No dice required! 112 plastic counters and a 22"x24" mapboard. A classic game now printed in Australia. Find out who your real friends are! **$30.00**
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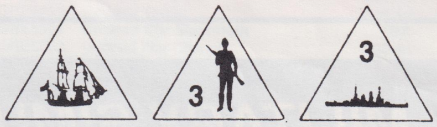
AH **KNIGHTS OF THE AIR** **
Dogfights over the trenchlines, a superior aerial combat game for 1-6 aspiring pilots. An exciting game for aerobatic individual contests, or frenzied team brawls. 188 counters representing 20 aircraft types & a beautiful 22"x32" mapboard. **$90.00**



VIC **PAX BRITANNICA** ***
A 4-7 player game of empire building, rebellious colonies, diplomacy and global confrontation from 1880 to WWI. 666 counters (for land & sea) and two 22"x32" world maps. **$60.00**

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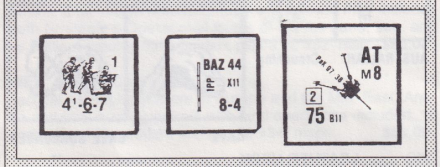
JED **AXIS & ALLIES** *
Global grand strategy for 2-5 players seeking military and economic victory. Game mechanics feature weapons development, special forces, area movement, and full air/land/sea combat. 430 counters and a 20"x37" map. Boxed **$13.00**

JED **EUROPE AT WAR** *
1-4 players command the economic and military growth of a European power from 1941 to 1945. 282 counters and three 8"x22" mapboards. Includes naval elements, Japan's influence on Europe, the A-bomb & political options. **$25.00**

ADVANCED SQUAD LEADER

Probably the best tactical WWII system available. A very detailed production that features intricate game mechanics: 2 minutes per game turn, 40 metres per hex, unit scale 5-10 men or a single vehicle.

AH **ADVANCED SQUAD LEADER RULES** ****
176 colourfull pages with 8 sturdy data cards set in a beautiful 3-ring binder. Superb graphics! Most modules for this elaborate system will include new rules chapters. Features an easy-find index for ease of play. **$75.00**



AH • **ASL ANUAL '89**
A 64-page colour magazine containing 11 Squad Leader & ASL articles as well as 18 new scenarios! **$20.00**

AH **BEYOND VALOR** ****
The German and Russian expansion set: 2396 counters of vehicles, troops, artillery, infantry. Heavy weapons, markers, etc. Four 8"x22" mapboards and 10 scenarios. **$99.00**

AH **HEDGEROW HELL**
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Guerrilla warfare against the German and Axis allies. 260 counters, two 8"x22" map-boards (#10 & 32) and 8 scenarios setb from Russia to Greece. **$40.00**

AH • **RED BARRICADES** ****
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AH • **SALERNO: CAMPAIGN FOR ITALY** ****
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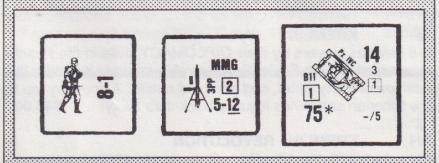
8 very different scenarios based on the early years of the war - 1939-'40 (ie: Polish Lancers vs. Lt. Panzers!). With two mapboards (one new), and 260 counters. **$40.00**



AH **WEST OF ALAMEIN** ****
Contains the entire British order of battle, plus Chapter F - the rules for desert warfare. (& British vehicle notes). 8 scenarios. 1264 counters, five 8"x22" desert mapboards, one 7"x 22" escarpment overlay and six A4 terrain overlays. **$99.00**

AH **YANKS** ****
The American expansion set. 1048 counters covering the usual plethora of AFVs, equipment and grunts. Four 8"x22" mapboards, 8 scenarios and a new *ASL* chapter. **$85.00**

TSR • **EUROPE AFLAME** **
A 2-4 player simulation of the entire European conflict. A nation's military might is constructed from infantry, mechanised, air & naval assets. Strategies are tested against units whose strengths are unknown until the moment of combat. Game mechanics include area movement, partisans, paratroops, garrisons, production, and more. With an attractive 21"x35" mapboard and 236 counters. **$60.00**

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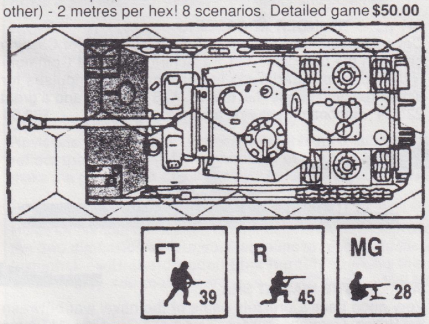
A well balanced hypothetical 'Classic-WWII' style conflict where a player's command/control is hindered or helped by 32 Situation cards. Forces include air elements, marine, paras, armor, infantry, and artillery. With 196 counters and three 8"x22" mapboards. This is boxed - great value! **$15.00**

AH **HITLER'S WAR** **
The European & Mediterranean struggle. You decide war direction, production priorities and research. 520 counters, 16"x22" mapboard. A quick & colourful game, an ideal coffee-table sized simulation of European grand-strategy. This is a classic AH re-print of a popular Metagame production. **$45.00**

AH **NAVAL WAR** *
A very entertaining beer & pretzels game of mega-fleet bashes. 3-6 players collect multi-national warships and use them to blow away the enemy. 162 cards, with everything from the mighty Yamato & Ark Royal, to lowly torpedo boats. **$20.00**

TSR **SNIPER!** **
Man-to-man combat from WWII through Korea and the 'Nam to contemporary Europe. 600 counters and two double-sided 22"x34" maps (wilderness one side, urban terrain on the other) - 2 metres per hex! 8 scenarios. Detailed game **$50.00**



TSR **HETZER** **
SNIPER! expansion set 1. Campaign and AFV, APC and vehicle rules. WWII Individual combat on the West front. 400 counters (from 7 nations, including paratroopers & SS), 62 large vehicle counters, 32 very large building counters and two 33"x21" double-sided maps. **$35.00**

AH **SQUAD LEADER** ***
An award-winning, popular tactical European wargame that was superseded by *ADVANCED SQUAD LEADER* . 712 counters and four 8"x22" mapboards. Still damn good! **$65.00**

AH **CROSS OF IRON** ****
Includes restructured armor and artillery system, as well as numerous new troop types, support weapons, etc. With 8 scenarios, an 8"x22" mapboard, and 1096 counters. **$60.00**

AH **CRESCENDO OF DOOM** - Reprint **TBA**
AH **GI: ANVIL OF VICTORY** - Reprint **TBA**

AH **TACTICS II** *
'Military Chess' they called it, the polished version of *TACTICS* with a balanced WWII style conflict (the Reds vs. the Blues). 100 units and a 22"x28" mapboard. **$30.00**

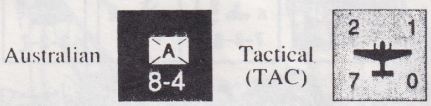
AH **THIRD REICH** 4TH Edition ****
This Avalon Hill classic is a magnificent, tense European & Mediterranean campaign game. 2-6 players must skilfully lead their nations through the world-shaking events of 1939 to 1945. With 550 counters and a 22"x32" mapboard. **$55.00**
AH **GAMER'S GUIDE TO THIRD REICH** **$11.00**

AH **UP FRONT** **
European man-to-man (or tank-to-tank) combat that uses cards to represent troops, terrain, equipment, vehicles and various actions. 322 cards and 304 counters. Based on the *SQUAD LEADER* mechanics, but a little easier. **$60.00**

AH **BANZAI** **
UP FRONT expansion set in the S.W. Pacific, with the English and Japanese armies. New rules, plus solitaire section. 80 cards, 63 counters and 12 scenarios. Innovative game. **$30.00**

AH **DESERT WAR**
With new rules for desert warfare, plus 70 cards and 63 counters introducing the French and Italian forces! **$22.00**

ADG • **WORLD IN FLAMES** 5TH Edition! ***
AT LAST! Award-winning Australian game that covers the entire war on two huge Pacific & European maps. Strong emphasis on long-range unit production. Superb game mechanics that cover land, sea and air combat. 1120 NEW counters. 2-6 players. Sorry about the delay folks, but this bugger's well worth the wait - great stuff! **$60.00**



ADG • **WORLD IN FLAMES UPDATE KIT** ***
Converts the 3RD editions into 4TH. With 120 new counters, plus revised scenarios and rulebook, various charts, and two new eight-colour mapsheets. **$22.00**

ADG • **5TH EDITION COUNTER SHEETS**
1000 new counters (from 26 countries!) with more colour. **$27.00**

TSR **WORLD WAR II** ***
A grand strategy game for 2-5 players, covering the European and Mid Eastern theaters of operation from 1939 to 1945. With 800 counters (representing air, naval, and land forces from 19 countries) plus two colourful 22"x34" maps. Less complex than *THIRD REICH & WORLD IN FLAMES*. **$75.00**

EUROPA SERIES

A massive, complex series of complete but connected games of the European and African campaigns. Bi-weekly turns. 16 miles per hex. Battalion, regiment & division sized units (plus individual ships or groups of 40 aircraft).

GDW **SPAIN AND PORTUGAL** ***
Expansion set for *FALL OF FRANCE* , the hypothetical German invasion of Spain, in the Spring of 1941. One map of Portugal & Spain and 240 counters. **$30.00**

GDW **FIRE IN THE EAST** ****
Operation Barbarossa, 1941-1942. Covers the problems of logistics, the air war, naval rules, the differing climate zones and more. 2500 counters (40 unit types!) and six 21"x27" maps. Magnificently detailed grand strategy game. **TBA**

GDW **SCORCHED EARTH** ****
Barbarossa 1942-1944, expansion set for *FIRE IN THE EAST*. New rules, three new maps and 3840 (!) counters. A truly monsterous game of exquisite detail. **$149.00**
GRD **SCORCHED EARTH PLAY-AID KIT** **$10.00**

GRD **THE URALS** ****
Boxed expansion set for *SCORCHED EARTH* and *FIRE IN THE EAST*. With 4 new maps, revised rules, a '43 Kursk scenario, off-map charts, and complete O/Bs & O/As **$45.00**

GDW **TORCH** ***
The Anglo-American invasion of Northwest Africa in Nov.1942-May '43. Can be used with *WESTERN DESERT*. 430 counters (from 8 countries) & two 21"x27" maps **$60.00**

GDW• **SECOND FRONT** ****
Due late this year (or so GDW say)! With complete maps of France & Italy. Rules cover strategic bombing and mass amphibious landings. Plus lots of counters (there are 16 sheets of bloody aircraft alone!). 1944-'46. **Megabucks!**

GRD **FOR WHOM THE BELL TOLLS** ****
The definitive Spanish Civil War game, where Hitler tested his armed might against the will of the West. **TBA**

NORTH AFRICA

JED **THE AFRICAN CAMPAIGN** 2ND Edition *
A fast, beer & pretzels game of the desert war from Dec. 1940-1942. Includes airpower, fuel supplies, minefields, fortresses, etc. 168 counters and 11"x32" mapboard. **$25.00**

WES **DESERT STEEL** ***
The latest title in the Tank Leader series. Expanded rules for desert combat (vehicle facing and engineers, ect), with 15 scenarios plus variable terrain maps & a streamlined card activation system. Two 22"x17" mapsheets/480 counters **$60.00**

WESTERN FRONT

AMBUSH! SOLITAIRE SYSTEM

Ambush! was designed specifically for solitaire play, using an ingenious system of Mission Cards and paragraph booklets to determine enemy tactical decisions. Unit scale: individual men and vehicles. Ground scale: 10 yards a hex.

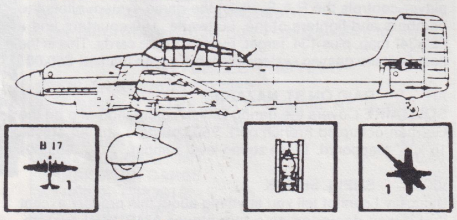
VIC **AMBUSH!** **
The player leads a squad of American troops on 8 missions through German occupied France. 218 counters and two 16"x22" maps. The Americans have set goals to achieve whilst the game system provides the opposition. **$60.00**

VIC **MOVE OUT!** Module 1
60 new Character & Vehicle cards plus 11 missions. **$30.00**

VIC **PURPLE HEART** Module 2
13 missions, two 16"x11" and one 16"x22" maps, 108 counters and 60 new Character and Vehicle cards. **$50.00**

VIC **SILVER STAR** Module 3
70 new Character and Vehicle cards, 9 missions, two 16"x11" and one 16"x22" maps plus 108 counters. **$50.00**

WES **AGAINST THE REICH** **
One of the best Westfront games available, with the complete campaign beginning with a choice of multiple invasion sites and ending with the bitter defence of Germany (unless the Germans kick some ass!). With variable player impulses, 400 counters, and two 22"34" mapsheets. **$55.00**



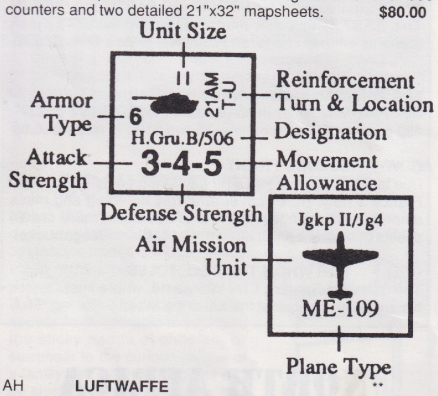
AH **AIR FORCE** ***
Tactical 1940-'45 aerial combat from fighter duels and night bombing raids to ground support. 255 counters (30 aircraft types - jet fighters to heavy bombers) and three 10"x16" mapboards. Each aircraft is rated for it's historic handling characteristics, firepower (& range), damage resistance, etc. **$55.00**

AH **B-17 QUEEN OF THE SKIES** *
SOLITAIRE Command a lone B-17F on 25 bombing missions over Europe during Nov 1942 to May 1943. 88 counters and an 11"x16" mapboard. With individual crew-members and German fighters & flack. Good for campaign play. **$45.00**

AH **D-DAY** *
The Allies must choose a landing site to storm Europe, and then expand the bridgehead. The Germans will need to stem the invasion quickly to survive, or face the prospect of a two-front war. 200 counters and a 22"x28" mapboard. **$40.00**

VIC **FRANCE 1944** *
Covers the liberation of France, Belgium, Luxembourg and the Netherlands. The game mechanics employ a unique Initiative system to make play more exciting, and a strength & moral matrix for combat. 130 counters and a 22"x32' map. **$40.00**

3W **HITLER'S LAST GAMBLE** ***
In a desperate bid to shatter the Allied advance and possibly gain the initiative, the Third Reich attempts to capture Antwerp by launching an unexpected offensive thru the heavily forested Ardennes in Belgium. This is the most comprehensive. and authentic, 'Bulge' simulation we have seen! The rules feature a wealth of optional material and exciting variants. With 800 counters and two detailed 21"x32" mapsheets. **$80.00**



AH **LUFTWAFFE** **
American bombers must eliminate key industrial targets whilst the Germans plot interception missions. Covers the entire American bombing campaign from 1943-1945. 277 detailed counters and three 8"x22" mapboards. **$45.00**

VIC **OMAHA BEACHHEAD** **
Ten days of battle where the Americans must link-up with the British at Utah beach and capture St Lo. 288 counters (at Battalion level) and a 22"x32" map (1km per Hex). **$50.00**

TSR **ONSLAUGHT** *
Recreates the Allied drive across France to the Rhine, and the stubborn defense by Germany's Wehrmacht and feared *SS*. The game mechanics allow for a very quick and entertaining game! 160 large counters and a 20"x36" mapboard. **$50.00**

VIC **OPEN FIRE** **
SOLITAIRE The player leads a platoon of American armour, the hidden German foe is controlled by the game mechanics. Each vehicle has multiple skill ratings. 6 missions, 210 counters and a 22"x32" map (50 metres per hex). **$75.00**

AH **PANZER LEADER** ***
1944-1945 tactical combined-arms combat between swarms of Allied AFVs and the stoic German kampfgruppes. 384 counters (at platoon scale) and four 8"x22" mapboards (250 metres per hex). With infantry, AT weapons & APCs. **$55.00**

AH **PATTON'S BEST** **
SOLITAIRE A campaign game that develops a Sherman tank-crew's skills through battle in France and Germany. 218 counters, a 22"x24" mapboard and 17 tank-data cards.**$60.00**

WES **R.A.F.** **
SOLITAIRE The Battle of Britain, the survival of a nation: one player controls the R.A.F. whilst the game system pilots the bombers and fighters of the Luftwaffe. 160 counters and a 22"x34" map, plus 134 Target, Event & Force cards. This is the best Solitaire gaming system available on the market! **$50.00**

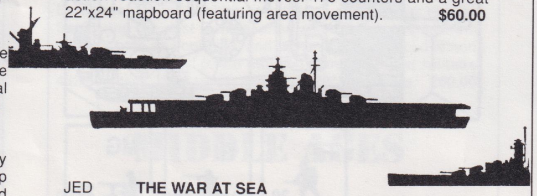
AH **RAID ON ST. NAZAIRE** **
SOLITAIRE Covers the daring British commando raid on the German-occupied French port. 260 counters and an artistic 16"x33" mapboard. Tense squad-level combat. **$55.00**

VIC • **SHELL SHOCK** ***
Unluckliy I cannot tell you anything about this product except that it was designed as a two-player **AMBUSH!** system. Albeit, knowing Victory Games it should be a good game!**TBA**

WES **ST. LO** ***
The capture of St. Lo by the Americans would free the Allies from their precarious invasion landing sites. 400 counters (at battalion-level) & a 22"x34" map (306 yards per hex). **$40.00**

AH **STORM OVER ARNHEM** *
700 British paratroopers vied for five bloody days with the Wehrmacht and SS for control of Arnhem Bridge. 224 large counters and a 22"x32" mapboard. Set at squad level, with hex-less area movement and combat. **$45.00**

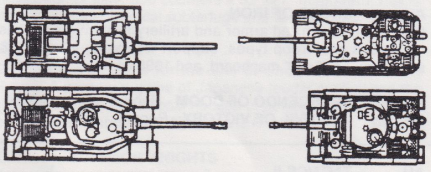
AH **THUNDER AT CASSINO** **
Covers eleven ferocious days of the third battle for Cassino between the tenacious 1ST Fallschirmjager and Commonwealth troops. Alternating fire or movement impulses for action-reaction sequential moves. 478 counters and a great 22"x24" mapboard (featuring area movement). **$60.00**



JED **THE WAR AT SEA**
Very good beer & pretzels game of the naval war between the British, Germans, Italians, Yanks and Russians. 117 large counters and two 18"x12" mapboards. Very simple game mechanics but requires quite subtle, cunning tactics! **$25.00**

EASTERN FRONT

TSR **BARBAROSSA** ***
From Blitzkrieg to bloody quagmire, a corps-level simulation of the titanic struggle on the Eastern front that was to decide the fate of Hitler's empire. With 3 scenarios plus a lengthy campaign game. 800 counters & two 22"x34" maps. **$75.00**



AH **PANZERBLITZ** **
Tactical warfare between the knights of the mechanical battlefield: tanks, assault guns and armoured cars. 352 large counters (including infantry and support weapons) and four 8"x22" mapboards. A classic Avalon Hill simulation. **$55.00**

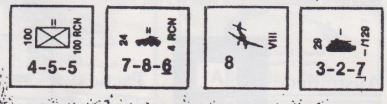
VIC **PANZER COMMAND** ***
Company-level armoured warfare from the Chir-River district (West of Stalingrad). Features a balanced scenario generation system. 280 counters (including a modern Soviet & West German AFV!) and a 22"x32" mapsheet. **$50.00**

JED **RUSSIAN CAMPAIGN** Series II *
This simulation allows players to enjoy the ebb and flow of strategic warfare in Russia without being encumbered by a plethora of rules. The award-winning rules capture the bold energy of Blitzkrieg and the chilling ferocity of winter warfare. 252 counters and 24"x22" mapboard. Excellent value**$25.00**

AH **RUSSIAN FRONT** **
Another 'War in the East: 1941-1944' epic. With basic, Advanced & Optional rules. 3 scenarios plus the obligatory campaign. Covers the land, sea and air battles. Components include 518 counters and beautiful 32"x22" mapboard. **$60.00**

GDW **THE GREAT PATRIOTIC WAR** **
A fast-playing simulation of attrition and huge offensives on the bloody battlefields of the East; from the drive on Moscow, to the fall of Berlin. 5 scenarios + campaign. 240 counters & two 22"x16" maps. Plus free introductory-level game! **$50.00**

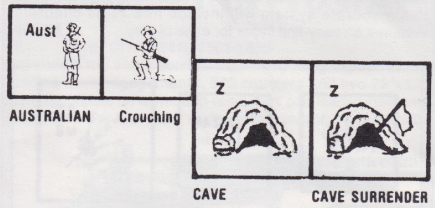
PAN **TRIAL OF STRENGTH** ***
The essence of mobile warfare is superbly captured with an intergrated movement and combat system. Has all the political intricacies, military nuances and logistical nightmares of the Eastern front. 800 counters/48"x26" 8-colour map.**$50.00**



AH • **TURNING POINT: STALINGRAD** **
Uses semi-simultaneous movement to re-create the dazzling initial German breakthroughs which almost won this infamous city in the whirlwind opening days of battle, only to be turned back by valiant resistance from the last few defenders. Features a unique battalion-level combat system, variable day-night impulses, area movement and a high solitaire suitability. With a lavish 16"x44" mapboard and 394 counters. **$60.00**

PACIFIC THEATRE

VIC **BATTLE HYMN** **
SOLITAIRE Man-to-man combat between the tenacious Japs and nuggety American Marines. 17 scenarios, 218 counters, three maps (10 yards per hex), 90 character & vehicle cards. Uses the same excellent system as *AMBUSH!* **$50.00**



VIC **LEATHER NECK** **
BATTLE HYMN expansion set. With four comprehensive missions, new rules (and errata), 60 new Character & Vehicle cards, 108 counters and two 8"x22" maps. **$45.00**

AH **FLAT TOP** ****
The Solomon Sea naval battles, 1942. Hidden movement makes play tense as Task Forces and carrier-borne aircraft probe the ocean for targets. 5 scenarios, 1300 counters (with 13 ship and 28 aircraft types) and a 28"x44" mapboard**$60.00**

AH **MIDWAY** *
The turning point in the Pacific war. 3 levels of play. Uses a nail-biting hidden-movement system whereby players must send aircraft on 'Search & Destroy' missions to flush out the enemy vessels. With 235 counters, a 14"x22" Search-board and a 14"x22" Battle-board. **$40.00**
GAMER'S GUIDE TO MIDWAY Given free with game, or: **$2.00!**

VIC **PACIFIC WAR** ****
The Allied struggle against Japan, 1941-1945, involving vast sea battles and furious island invasions. Features 2340 counters and two huge 22"x32" maps. This is a massive campaign game where resource management could be as vital as strategic superiority. Not for the faint hearted! **$100.00**

VIC **TOKYO EXPRESS** ***
SOLITAIRE Covers the night naval battles off Guadalcanal in '42. The US player must select and employ task forces to hunt down (or get ambushed by) Jap merchants & warships. With 3 levels of play and a 2-player option. 676 counters, one 22"x32" map, 120 Gunnery cards, log pads, etc. **$70.00**

AH **VICTORY IN THE PACIFIC** *
WAR AT SEA in the Pacific. A fast-flowing, entertaining game of the vicious land, air & sea battles of 1941-45. 318 large counters representing individual ships, army corps, bases, and air groups. Plus a 22"x28" mapboard. Great! **$45.00**

POST WORLD WAR II

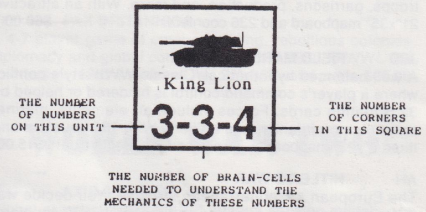
AH **KREMLIN** *
3-6 devious players try their *DIPLOMACY* skills in the treacherous climb up the Soviet Politburo. A humorous battle for the position of Party Chief, and personal health. A one-way trip to the Siberian salt-mines is just a back-stab away! **$45.00**

AH **KREMLIN - REVOLUTION** *
Play starts with the 12TH Party Congress in 1923. Contains 34 new Intrigue & 26 historical personality cards. **$18.00**

VIC **THE KOREAN WAR** **
Operational-level simulation of the first year of the conflict. In this game supply acquisition or denial is as important as military strategy. 520 counters and two 22"x32" maps. **$60.00**

AH **PLATOON** *
Introductory man-to-man combat in the steamy, tangled jungles of the 'Nam. 152 large counters and two colourful 11"x14" mapboards. Rules include historic information.**$40.00**

GDW **TEST OF ARMS** **
Covers the many small wars fought throughout the Third World since 1950 - from Korea to Nicaragua. With 29 scenarios from 11 international flash-points. Full air-ground intergration. 480 counters, six 11"x16" maps. **$50.00**


King Lion
THE NUMBER OF NUMBERS ON THIS UNIT
3-3-4
THE NUMBER OF CORNERS IN THIS SQUARE
THE NUMBER OF BRAIN-CELLS NEEDED TO UNDERSTAND THE MECHANICS OF THESE NUMBERS

3W **TOMORROW THE WORLD** **
In 1948 the world is divided between the victorious armies of Germany and Japan - now these two monolithic empires and their foreign legions prepare for the ultimate conquest: total global domination! The Axis & Imperial forces feature land, air, and naval assets. Optional rules provide for national rebellions and nuclear strike. With 5 scenarios, 400 counters, a 22"x34" mapsheet plus an 8-page alternative history! **$70.00**

VIC **VIETNAM 1965-1975** ****
Players require very carefull planning to achieve victory, both militarily and politicaly. 780 counters and two 22"x32" maps. Features a detailed order of battle & great mechanics - highly recommended by those brave enough to play it! **$50.00**

WORLD WAR THREE

VIC **AEGEAN STRIKE** ****
Creates a major Warsaw Pact assault against the Turkish Straits: a full-blown Mediterranean war follows. Play includes both Strategic & Operational levels of the full Land, sea. and air battle. Features 520 counters plus a 22"x32" map. **$50.00**

WES **AIR CAV** **
Tactical helicopter warfare in Europe and the Mid. East. Anti-air and tank-busting patrols with land operations included. 10 scenarios, 400 counters and two 22"x34" maps. **$50.00**

GDW **AIR SUPERIORITY** **
1980-90's aerial combat. 30 aircraft types from the F-104S Starfighter to the F-19A Stealth Fighter. 240 counters, four 10"x15" maps, 30 scenarios: 3 solitaire. Very popular **$50.00**

GDW **AIR STRIKE** **
A supplement for *AIR SUPERIORITY* with air support and ground strikes (bomb runs & tank-busting) plus Anti-aircraft defense systems. New rules, 480 counters (32 new aircraft types, 38 AA types) six 10"x15" maps + 25 scenarios. **$50.00**

GDW **DESERT FALCONS** **
24 tense and explosive scenarios over the Middle East, the proving ground for modern air combat tactics. Set from the 1950s to the 1980s. Includes optional & advanced rules, 120 counters, and 24 new aircraft Data Cards. **$15.00**

VIC **CENTRAL AMERICA** ***
South American Gun-ship diplomacy, from guerrilla incursions, covert and insurgency operations, to full military confrontations. Includes the air war. 780 counters (from over 17 nations) and a huge 32"x22" map. 16 scenarios. **$70.00**

ASSAULT

European tactical warfare in the 1980's-90's with platoon-sized units. 250 metres per hex, 5 minutes per game turn. Rules stress flexibility, initiative and command potential.

GDW **ASSAULT** ***
Introduces basic rules system and 480 counters to enable players to constuct American and Russian tank and infantry or recon battalions. Includes two 17"x22" maps. **$30.00**

GDW • **1990's ASSAULT 2ND Edition**
Revisions were twofold: update the equipment & counters to reflect the latest military technology in Europe, and then make the game more exciting, playable, and enjoyable! **TBA**

GDW **BOOTS & SADDLES** SPECIAL PRICE! ***
Rules for combat helicopters and air defense weapons. Adds the 3RD dimension of Airmobile assaults to modern tactical firefights - with the dreaded tank hunters stalking their armored prey. 480 counters and two 17"x22" maps **$25.00**

GDW **CHIEFTAIN** SPECIAL PRICE! ***
Contains a complete array of weapons (aviation, engineering, recon, etc) for the British Army of the Rhine and the Netherlands (Dutch) armies. Includes a scenario design sequence. 480 counters & two 17"x22" maps **$30.00**

GDW **FUTURE RELEASES:**
Please note: we have no idea of availability or prices!
THUNDERBOLT: Close air support in the 1990's.
BUNDESWHERE: Revised edition.
SECOND ECHELON: Campaign rules set.

AH **FIREPOWER** **
1980-'90 tactical firefights: 216 counters representing individual soldiers, vehicles and heavy equipment. Rules can create small scale actions in any modern theatre. Also includes four 8"x22" mapboards. 3 levels of play. Suitable solitaire. **$55.00**

AH **FLIGHT LEADER** **
2-8 pilots engage in aerial dueling from the skies of Korea to the deadly airways over Europe. Play anything from a solitaire dogfight to a complex multi-flight engagement. 520 counters, featuring over 200 aircraft types, and an AMAZING (one of the best I've seen!) painted 22"x32' mapboard **$65.00**

VIC **GULF STRIKE** 1988 2ND Edition ****
Operational and Strategic war in the Persian Gulf. Covers the land, sea and air elements in detail with superb triphibious integration. 1040 counters (from 16 nations), one 8"x22", two 22"x32" and two more 16"x22" maps. 7 scenarios. **$75.00**
VIC **GULF STRIKE** PRE-1988 **UPDATE KITS** **$15.00**

TSR **HUNT FOR RED OCTOBER** **
Modern naval combat between individual ships in the North Atlantic. Includes a colourful 21"x36" mapboard, 144 large double-sided ship & sub counters, 160 smaller counters for aircraft, ect, and a 11"x17" battleboard. 8 scenarios. **$45.00**

3W • **LIGHT DIVISION** **
Iranian forces blockade the Strait of Hormuz, whilst their leaders initiate a savage terrorist campaign against America. The U.S. responds in kind by dispatching the RDF's airmobile & Marine divisions to the Gulf. Game mechanics include air and naval elements, special forces, plus Soviet intervention. 5 scenarios, 400 counters, and a 22"x34" mapsheet. **$55.00**

GDW **LAST BATTLE** **
Post Holocaust battles in war-ravaged Europe. A desperate high-tech struggle for survival between individual men & vehicles. Rules include very detailed vehicle damage, plus leadership & unit cohesion. 302 counters, 64 vehicle cards and six geomorphic 11"x17" maps. Nine scenarios, each based on adventures in the **TWILIGHT 2000** RPG. **$50.00**

3W • **MODERN NAVAL BATTLES** *
A card game for 2-6 players, where fleets are created using vessels from America, England, France, and Russia. This is a fast-playing tactical representation of sea-borne combat using surface ships, subs, and aircraft. Each unit is rated for guns, air assets, and AA defense. Great fun! With a 4-page rule-book, 55 Ship Cards and 120 Action Cards. **$40.00**

AH **MBT** ***
A detailed, yet fast moving, squad-level game based on a near future conflict in Germany. 436 counters (with vehicle data cards) feature the latest APCs, AFVs, choppers, artillery & aircraft. Plus four 8"x22" mapboards. **$70.00**

VIC **NATO: THE NEXT WAR IN EUROPE** **
The massive Warsaw Pact army surges like a monolithic engine of the apocalypse into the heart of Western Europe & NATO's steel jaws. 390 counters and a 22"x32" map. **$40.00**

VIC **SIXTH FLEET** **
Naval and air operations in the Mediterranean, a detailed yet playable system of sea-borne confrontations. 644 counters (from 16 nations), two 22"x32" maps. 14 scenarios. **$70.00**

VIC **2ND FLEET** **
Naval combat between individual ships, subs & groups of aircraft in the North Atlantic. 3 levels of play. 644 counters (from 7 nations) & two 22"x32" maps (46 miles a hex). **$70.00**

VIC **7TH FLEET** ***
Naval and air operations in the Far East. A polished version of *SIXTH FLEET* 's superb system. 740 counters (from 11 nations, including Australia!) and three 22"x32" maps. **$80.00**

VIC • **FIFTH FLEET** (Due Sept?)
An Indian Ocean adventure, includes Australian units. **$90.00**

GDW **TEAM YANKEE** *
U.S. and Soviet tank companies clash in Europe. Includes artillery, chemical warfare and air support. 8 scenarios, 260 counters and four 13"x20" maps (100 yards per hex). **$50.00**

AH **TAC AIR** **
U.S. & West German forces must stem a Warsaw Pact invasion through the Hof Gap. This is a very mobile combined arms air-land game. 13 scenarios from Brigade skirmishes to Divisional conflicts. 520 counters (battalions, batteries & aircraft flights), and a 32"x22" mapboard (1 mile/hex). Certainly this is one of the better WWIII simulations. **$60.00**

TSR **RED STORM RISING** **
The nightmare begins: Russian mechanised armies are unleashed upon the West! Massive armored spearheads are driven deep into Central Germany, NATO can do little but exhaust the enemy's strength against a mobile defense - the fate of the world hangs in the balance! Features ground and air elements from the US, USSR, UK, France, & West Germany. 21"x35" mapboard and 305 artistic counters. **$45.00**

SCIENCE FICTION

BATTLETECH

31ST Century tactical combat. five successor states vie for control of a galaxy, their main tool: Battlemechs, huge weapons platforms bristling with high-tech arms and piloted by the men and women who are the new knights of warfare.

FAS **BATTLETECH** **
Future war, conducted by awesome war-machines on the hostile terrain of alien planets. Battles are fought for water and the remnants of a lost technology. 48 colour 'Mech counters, 120 other counters, and two 22"x18" maps **$30.00**

FAS **CITYTECH** (needs **BATTLETECH MANUAL** to play!)
Urban combat rules for *BATTLETECH*. Introduces infantry and an array of futuristic conventional fighting vehicles. 256 full colour counters and two 22"x17" maps. No rules! **$20.00**

FAS **BATTLETECH REINFORCEMENTS**
110 full-colour, back printed, heavy stock, 5.5cm 'Mech counters with stands.. Includes game record sheets. **$35.00**
BATTLETECH REINFORCEMENTS II (due Jan '90) **$35.00**

FAS **BATTLEFORCE** **
Small unit actions in the 31ST Century. Future warfare with AFVs, infantry, air support, artillery and 'Mechs. Uses hidden unit identity & multiple skill ratings. 450 counters, two 22"x34" maps. This is a complete game, not a supplement. **$60.00**

FAS **THE SUCCESSION WARS** **
Five Successor States of the Star League fight four campaigns for the position of Star Lord. 480 counters (with 115 *BATTLETECH* Regiments), 48 Event cards, money and a 22"x34" map. Multi-player strategy game. **$60.00**

FAS • **BATTLETROOPS** **
This is a simulation of small-unit actions in an urban environment. Battles between individual soldiers, 'Mechs, vehicles, and heavy weapons can be created. With four 22"x33" map-sheets, 56 colour stand-up counters & 200+ markers **$40.00**

BATTLETECH SCENARIOS

FOX'S TEETH (McKinnon's Raiders) 14 scenarios **$15.00**
THE BLACK WIDOW COMPANY 15 scenarios **$15.00**
CRANSTON SNORD'S IRREGULARS 14 scenarios **$15.00**
THE GRAY DEATH LEGION 15 scenarios **$15.00**
SORENSON'S SABRES 20 scenarios **$17.00**
THE GALTOR CAMPAIGN Between Davion & Kuria **$17.00**
ROLLING THUNDER 16 *BATTLETECH* scenarios **$16.00**
THE KELL HOUNDS 11 *BATTLETECH* scenarios **$15.00**

BATTLETECH SUPPLEMENTS

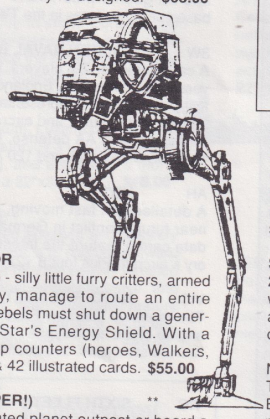
BATTLETECH 20 YEAR UPDATE The main characters, governments, friends & enemies have changed! **$22.00**
TECHNICAL READOUT Stats and histories of 55 'Mechs plus smaller AFVs, aircraft, and more. Illustrated. **$20.00**
TECHNICAL READOUT #2 More data on 'Mechs, infantry weapons, equipment, AFVs, surface ships, etc **$20.00**
TECH READOUT 2750 With 'Mechs, aircraft, tanks, hovercraft, personal equipment & starships. **$22.00**
TECH READOUT 2050 (Due Oct?) **$25.00**
BATTLETECH MAP SET #2 Four 22"x18" maps **$25.00**
DROPSHIPS AND JUMPSHIPS A wealth of detail on the deep-space and orbital transports. Stats & history. **$25.00**
THE BATTLETECH MANUAL A complete source of the rules from *BATTLETECH, CITYTECH* & *AEROTECH* **$12.00**
CAMO SPECS Regimental painting guide **$10.00**
4TH SUCCESSION WAR Vol. 1 3028-3029 **$25.00**
4TH SUCCESSION WAR Vol. 2 3029 - 3030 **$25.00**
PLASTECH 16 plastic 'Mechs - these are an ideal scale for the *BATTLETECH* map sets. **$20.00**
WOLF'S DRAGOONS SOURCEBOOK **$25.00**
See **MECHWARRIOR** (in Role-Playing section) for more!

BATTLETECH NOVELS

DECISION AT THUNDER RIFT **$6.00**
THE SPIDER & THE WOLF Graphic Novel with two scenarios and a bar-room brawl game! **$6.00**
MERCENARY'S STAR **$6.00**
THE PRICE OF GLORY **$10.00**
WARRIOR: EN GARDE **$10.00**
WARRIOR: RIPOSTE **$10.00**
WARRIOR: COUPE **$10.00**
HEIR TO THE DRAGON **$10.00**
LETHAL HERITAGE **$10.00**
SHRAPNEL Short stories - illustrated in colour! **$30.00**

NOTE: **AEROTECH** has been temporarily removed from this listing until more stock arrives from the States.

IRO • **ARMORED ASSAULT** (due Nov) ***
Tactical-level combat between Hovercraft, Power Armored infantry and aircraft over alien landscapes. Looks like it's based on the SF3D Japanese style of high-tech hardware. With 2 rulebooks, 610 counters & four 17"x22" maps. The Iron Crown staff say it's the best game they've designed. **$65.00**



WES • **BATTLE FOR ENDOR**
SOLITAIRE: Just like the movie - silly little furry critters, armed only with stone-age weaponry, manage to route an entire legion of Stormtroopers! The Rebels must shut down a generator that is fueling the Death Star's Energy Shield. With a 33"x22" mapsheet, 62 stand-up counters (heroes, Walkers, Speeder Bikes, Catapults, etc) & 42 illustrated cards. **$55.00**

TSR **BUG HUNTER (SNIPER!)** **
When Predators attack an isolated planet outpost or board a starship, it's up to the Frontier Tactical Service to hunt them down! This is man-to-alien tactical combat with 400 counters, and nine 16"x10" ship & Outpost maps. Rules include hostile atmospheres, Predator swarms, vehicles, probes, multiple weapons, Predator powers, and much more. **$30.00**

GAM **BLOCK MANIA** **
2000AD, Mega City 1: a city block attempts to destroy their neighbours, or at least do a lot of damage before the Judges arrive! 2 mapboards,178 counters and 55 cards. **$55.00**

GAM **MEGA MANIA** **
Expansion kit of urban terrorism for *BLOCK MANIA*. Doubles the players, doubles the destruction, doubles the fun! Two 11"x16" mapboards and full-colour 178 counters. **$35.00**

CAR WARS

STE **CAR WARS DELUXE** **
Automobile combat on the freeways. Design a vehicle and wreak havoc on the road. 300 beautiful colour counters, one city map, one truck stop and six road maps. **$25.00**

STE **DUELTRACK** **
New rules, cars & weapons systems for vehicular duelling. 115 new counters + a heap of deluxe road sections **$30.00**

CAR WARS SUPPLEMENTS

CAR WARS ARENA BOOK Features 3 HUGE autoduel arenas. Also contains new rules plus counters. **$13.00**
MINI CAR WARS Cute little introductory game with 17 counters and some tiny maps. **$2.00**
CAR WARS Original. 130 counters with road maps. **$14.00**
CRASH CITY Motorcycles, police & militant pedestrian vigilanties vie with homicidal drivers for the roads. 160 full-colour counters and two 21"x32" street maps. **$8.00**
BOAT WARS • Mayhem on the waterways - rules for movement, combat and construction of boats & hovercraft. Two 21"x32" colour maps and 74 colour counters. **$14.00**

AADA VEHICLE GUIDE Weapons and vehicle data **$13.00**
AADA VEHICLE GUIDE # 2 130 new vehicles. **$13.00**
AADA VEHICLE GUIDE #2 COUNTERS **$10.00**
AADA ROAD ATLAS: THE WEST COAST **$15.00**
AADA ROAD ATLAS: THE EAST COAST **$15.00**
AADA ROAD ATLAS: THE SOUTH **$15.00**
AADA ROAD ATLAS: AUSTRALIA **$15.00**
AADA ROAD ATLAS: THE MIDWEST **$15.00**
AADA ROAD ATLAS: THE FREE OIL STATES **$15.00**
AADA ROAD ATLAS: THE MOUNTAIN WEST **$15.00**
COMBAT SHOWCASE 103 new Vehicle designs. **$12.00**
CAR WARS MAPSHEETS Five 21"x32" mapsheets **$11.00**
REFERENCE SCREEN A sturdy set of charts. **$12.00**
DELUXE REFERENCE SCREEN Inc vehicle design **$12.00**
UNCLE ALBERT'S 2035 CATALOGUE Illustrated. **$10.00**
UNCLE ALBERT'S 2036 More mayhem for your money. **$11.00**
UNCLE ALBERT'S 2039 For Car Wars & Boat Wars **$11.00**
CITY BLOCKS 1 32 geomorphic colour city sections **$30.00**
CITY BLOCKS 2 32 extra 8"x8" city blocks **$15.00**
CITY BLOCKS 3 32 geomorphic Arena sections **$15.00**
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CW EXP. SET #4 Two 21"x32" Autoduel Arena maps **$10.00**
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CW EXP. SET #6 156 black-and-white counters. **$9.50**
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DELUXE ROAD SECTIONS #2 Sturdy road maps. **$8.00**
DELUXE ROAD SECTIONS #3 More road maps. **$8.00**
CAR WARS KILL STICKERS Silhouette markers **$10.00**
UNCLE ALBERT's GRAB BAG • Be surprised! **$10.00**

CAR WARS ADVENTURES

TAS **STREET FIGHTER** Solo or multi-player. **$12.00**
AUT **ULTRAFORCE** Join the elite Zeppelin-borne Aerocycle commandoes! Multi-player module. **$12.00**
TAS **THE ROAD** 14(!) 8"x8" road sections. **$10.00**

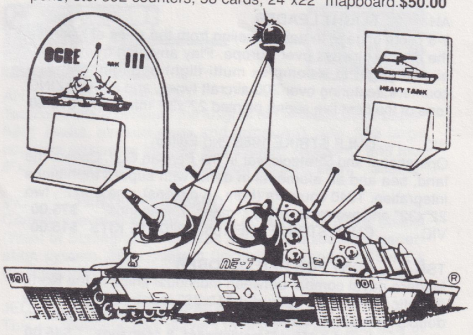
AH **DUNE** **
1-6 factions wrangle for control of a world whose spice can give one the power to rule the universe. 210 counters, 54 cards and a 16"x16" world mapboard. **$45.00**
AH **THE DUEL**
Players of *DUNE* may now call each other into formal blood feud duels. With 16"x11" mapboard, tokens & cards **$20.00**
AH **SPICE HARVEST**
Engage in economic & political intrigue which focuses on the management of the *DUNE* spice harvests. **$15.00**

TAS **FEDERATION & EMPIRE** ***
Creates the entire Galactic war between the Coalition (Klingon, Lyran & Romulan) and the Alliance (Federation, Kzinti, Hydran & Gorn). This is a huge galaxy-spanning campaign of military conquest and economic growth. With multiple scenarios, 1080 counters and two 19"x23" maps. **$90.00**

STE **ILLUMINATI DELUXE** *
2-6 players scheme and fight for the ultimate control of the world, using & abusing as many organisations and institutions as possible! Stealth & guile are the key stratagem in this fun cardgame. With 108 large cards and 168 money chits. **$17.00**

NOV **LOST WORLDS - BATTLETECH** *
This is a fast combat system for battles between two 'Mechs. Both players plan the duel blow by blow from a 'Mech's cockpit and, by using cunning against an opponent's moves, can inflict various levels of damage until a victory is awarded.
NOTE: at least **TWO** books are needed to play!
Locust, Wasp, Warhammer, or Rifleman **$12.00** (each)
Griffin or Shadow Hawk **$10.00** (each)

AH **MERCHANT OF VENUS** *
1-6 daring galactic merchants set forth on an odyssey of travel & trade.This is a fun game of exploration, discovery, & greed as players race across the void to meet strange lifeforms and rip them off! Optional rules introduce piracy, weapons, etc. 392 counters, 58 cards, 24"x22" mapboard.**$50.00**



STE **OGRE DELUXE** *
War 2085: a tank duel lasts only seconds, an entire battle ends in minutes. This is a sharp system of squad-level combined-arms tactical combat between a conventional Battle Group (powered infantry, tanks, hovercraft & missile artillery) and an Ogre (Synthetic Aggressor - a huge cybernetic killing-machine), it's an even match! With 79 full colour stand-up counters and a sturdy 11"x17" mapboard. **$40.00**

FAS **RENEGADE LEGION: INTERCEPTOR** **
The Commonwealth's battle against the tyranny of the Terran Over-Lord Government and its New Rome empire. Tactical starship combat using detailed 'flow-chart' damage rules and a wide selection of weapon systems. Includes history and ship data. 156 counters and two 21"x35" maps. **$55.00**
THE GOLDEN MEDUSAS 15 scenarios. **$17.00**
THE FIRE EAGLES 15 scenarios. **$14.00**
T.O.G. FIGHTER BRIEFING Data on 20 fighting ships. **$16.00**
COMMONWEALTH FIGHTER BRIEFING
Details on 20 starships & weapons - fully illustrated. **$16.00**
RENEGADE'S HONOR *REN. LEGION* novel **$10.00**

FAS• RENEGADE LEGION: LEVIATHAN **
Fully compatable with *INTERCEPTOR*, introduces tactical combat between the awesome kilometer-long Capital Ships and their smaller brethren. With new rules, damage forms, two 22"x34" maps, 22 3D counters & 320 flat counters. **$60.00**
LEVIATHAN SHIP BRIEFING • **$22.00**
LEVIATHAN SCENARIO PACK • **$15.00**

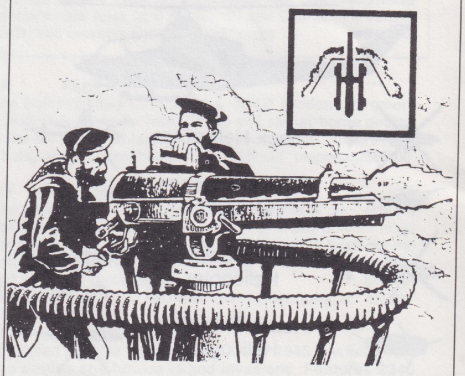
FAS **RENEGADE LEGION: CIRCUS IMPERIUM** **
A multi-player race where the quest for victory is superseded by a fanatical desire to survive. Players must pilot anti-grav chariots around a oval track - this seemingly simple manoeuvre is made harrowing by the use of fierce carnivorous beasts as chariot propulsion, and with roaming psychopathic gladiators. 120 cards/68 counters/two 35"x22" arena maps **$35.00**

SKELETON OF CARNIVOUS AMAZINGOUS

FAS **RENEGADE LEGION: CENTURION** **
Tactical surface combat 6830AD: GravTanks, Bounce Infantry, Hell Rounds, Thor Anti-Tank Satallites, and CAS. A game of the highly mobile air-land battles in the high-tech future. Uses a detailed 'flow-chart' damage system and features excellent vehicle designs. 333 counters and two double-sided 21"x34" maps. Can be used with *INTERCEPTOR*. **$55.00**

HARBINGERS OF DEATH 11 scenarios. **$14.00**
THE 2ND ARMORED CAVALRY REGIMENT **$15.00**
CENTURION VEHICLE BRIEFING Hard data on 50 new military vehicles for *CENTURION*. Illustrated. **$25.00**

GDW **SKY GALLEONS OF MARS** **
Aerial combat between the wooden cloud-fleets of the Martian Princes and the steel gunboats of the Royal Navy. Features 15 plastic miniatures, 56 counters, and two 22"x28" maps. Great game mechanics plus background data! **$50.00**



GDW **CLOUDSHIPS & GUNBOATS** **
This boxed set includes new combat and weapons rules, as well as complete ship construction & design rules (with 30 new vessels & record forms). Plus 60 colour 25mm cardboard characters and 6 detailed colour 25mm deck plans! **$35.00**

GDW • **IRONCLADS AND ETHER FLYERS** **
Aero-naval combat in the 19TH Century. Aerial gunboats and fighting-ships of the great powers on Earth clash for control of the seas. With more of those plastic miniatures. **TBA**

GDW **STAR CRUISER**
Detailed game of starship construction and tactical space combat by the major Earth powers of 2300AD. 168 counters, two 31"x22" starfield maps and Status Sheets for 36 different vessels. Also a combat simulator for the 2300AD RPG.**$45.00**

GDW **SHIPS OF THE FRENCH ARM**
Status Sheets and historic data for 46 new *STAR CRUISER* starships and drones, etc. Fully illustrated. **$25.00**

STAR FLEET BATTLES

TAS **INTRODUCTION TO SFB** **
Basic rules for beginners, a SFB primer for aspiring star-fleet commodores! 54 counters and a 16"x21" map. **$12.00**

TAS **STAR FLEET BATTLES VOL. 1** ***
A tactical combat system where players allocate each ship's energy requirements, weapon functions, and other systems. The damage of every vessel is recorded on 'Ship Systems Displays'. With 216 counters and a 20"x24" map. **$30.00**

TAS **STAR FLEET BATTLES VOL. 2** ***
Introduces 4 new races, 150 new ships, plus weapons, 24 scenarios (3 solitaire, 6 campaign). 324 counters. **$40.00**

TAS **STAR FLEET BATTLES VOL. 3** ****
Features 1 new race and 200 new starships. More optional & advanced rules (ie: Natural Hazards!) 216 counters. **$40.00**

STAR FLEET BATTLES SUPPLEMENTS

SUP #2: X-SHIPS New starships. 108 counters. **$20.00**
SUP #3: FAST PATROL SHIPS 216 counters. **$25.00**
SSD BOOK #1 , #2, #3, #4, #5, #6, #7, #8, #9 (each) **$9.00**
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Replaces SFB Expansions #1, #2 and #3. **$17.00**
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Six 22"x29" special terrain maps, plus six scenarios. **$25.00**
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CAPTAIN'S MODULE H1 - MEGAHEX •
80 beautiful colour 1" counters & six large hex maps. **$25.00**
CAPTAIN'S MODULE H2 - MEGAHEX II •
240 beautiful colour 1" counters & 5 planet maps. **$25.00**

STAR TREK

FAS **STAR TREK TACTICAL COMBAT SIMULATOR** **
Improved rules for a fast-paced game of space combat. Multiple levels of complexity, plus optional rules. 156 great colour counters plus a 22"x34" starfield map. **$45.00**

STAR TREK SUPPLEMENTS

FEDERATION SHIP RECOGNITION MANUAL
Hard data for 85 Federation Starships. **$15.00**

KLINGON SHIP RECOGNITION MANUAL
Stats, notes and illlustrations for 42 vessels. **$15.00**

ROMULAN SHIP RECOGNITION MANUAL **$15.00**

NEXT GENERATION OFFICER'S MANUAL **$25.00**

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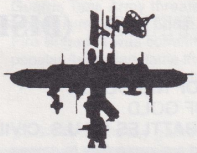
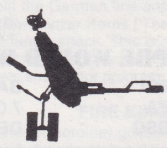
IRO **STAR STRIKE** ***
Simulates deep-space tactical battles involving any number of combat vessels. Dogfight with small but lethal SMAC fighters, or deploy Line Cruisers to slug it out with a vast death-dealing Dreadnought! Three levels of play, plus an array of optional and full ship construction rules. 370 full-colur counters and six 22"x17" star-maps. **$55.00**

WES **STAR WARS COMBAT SIMULATOR**
A two-player duel between an X-Wing Starfighter and a TIE Interceptor using two 240-page illustrated books. Every page in each gamebook allows a player tp choose from 3 speeds & 22 maneuvers, plus gives a pilot's eye view of all the action from the cockpit. A fast & highly entertaining system! **$45.00**
Bases on the **ACE OF ACES** Rotary series.

AH **STELLAR CONQUEST** **
4 Players search the galaxy for worlds to colonise or exploit for minerals. Exploration leads to production and to research. As each empire grows conflicts will arise over planets, and herein lies a dilemma of priorities - population growth, quality armaments, or massive resources? Only by careful management and long-term planning will victory be achieved! 520 counters, 78 'Star Cards', and a 22"x23" mapboard. **$55.00**





FANTASY

CHA **ARKHAM HORROR** *
1-8 fearless (but stupid) investigators try to save Arkham from an invasion of H.P. Lovecraft's loathsome Cthulhu creations. 99 cards, 50 monstrous counters, 56 bank notes, 2 Arkham gazettes and a colourfull 17"x22" map. **$40.00**

GAM **BLOOD BOWL II** **
Second edition. Multi-racial teams fight for victory, either as a competitive 'touch-down' score or as a decent body count! With a 28"x16" polystyrene playing field, thirty-two 25mm miniatures, markers, templates, a player's handbook, and lots more! A big game, with big components & a big price! **$80.00**

GAM **BLOOD BOWL STAR PLAYERS** **
Rules, stats & profiles for 48 Star Players, racial teams, new Monsters and more! With illustrations & colour photos. **$40.00**

GAM **DUNGEONBOWL!** **
BLOOD BOWL played in a dungeon! Players (Dwarven or Elven) move about using Teleporters, each searching for the ball hidden in one of the many trapped chests that lie scattered through-out the maze. Includes 32 plastic 25mm miniatures, plus sturdy laminated tiles and counters. **$50.00**

GAM **CHAOS MARAUDERS** *
A fun & fast card game for 2-4 players involving the mindless struggle for power between several savage Orc tribes. 112 colour cards representing squads, heavy weapons, individual heroes & leaders and equipment. Plus 4 playsheets. **$45.00**

GAM **COMBAT CARDS** *
A fantasy version of Trump Cards, using full-colour photos of *CITADEL* miniatures. Each pack contains 35 cards, every one of a different figure (all can also be used as painting guides!). There are six packs available - Warriors, Dwarves, Goblinoids, Chaos, Monsters & Space War. Multiplayers. **$7.00** (each!)

AH **DARK EMPEROR** **
The divided, but formidable, human kingdoms must oppose a great Necromancer and his vampiric host. Play features diplomatic, magical & military factors. 260 counters and a unique 22"x32" mapboard. All human, & non-human allies, counters have an "Undead" backprint for conversion during play **$50.00**

AH **DINOSAURS OF THE LOST WORLDS** *
1-4 intrepid explorers are marooned on an Amazonian plateau where prehistoric creatures still survive! A fun game of discovery and dinosaur bashing, with a 16"x22" mapboard, 60 cards, 65 colour counters and 15 great scenarios. Avalon Hill's only successful family-style game - recommended. **$40.00**

GAM **DUNGEONQUEST** *
1-4 adventurers must find the dragon's hoard in the eerie subterranean ruins of Dragonfire castle before nightfall - for no amount of wealth can compensate for a violent death! Includes 115 colour room tiles, 68 monster counters, 174 cards for beasties, traps & treasures and a 23"x22" mapboard. **$60.00**

GAM **HEROES FOR DUNGEONQUEST**
A boxed set featuring 12 metal miniatures, 12 character sheets, 43 new game cards and 3 plastic tokens. **$40.00**

GAM **DUNGEONQUEST CATACOMBS** *
Adds an underground level to Dragonfire castle, thus players may venture into the dungeons in a bid to find a quicker (albeit deadlier) passage to the dragon's treasure. With 71 new cards, 25 new tiles, and 32 new counters. **$30.00**

IRO **KING ARTHUR** AND THE KNIGHTS OF THE ROUND TABLE! **
Solo or multi-player fantasy adventures in mythical England, questing Knight errants go in search of honor, and power - for when Arthur falls, his heir to the kingdom must win the bitter civil war. 352 counters (knights/followers/estates/equipment, etc), 126 Quest/Fortune cards, & a 24"x22" mapboard. **$45.00**

WES **KINGS & THINGS** **
2-4 nobles explore the land of Kadab, collecting treasures, mustering armies of motley creatures, recruiting powerful heroes, building castles and beating the crap out of each other!. 48 colour land tiles and 351 terrific counters representing a crazy array of critters, heroes & magic items. **$50.00**

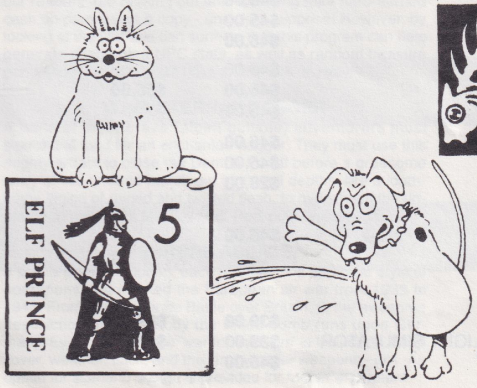
NOV **LOST WORLDS ADVENTURE SET #1** *
In the Ruins of the Ancients. A boxed set that uses 8 miniatures and a plastic 3D 'Castle Tray' in conjunction with the Lost Worlds fantasy combat gamebooks (which features character-to-character dueling). Includes 12 scenarios. **$20.00**

NOV **LOST WORLDS ADVENTURE SET #2** *
The Dwarf and Goblin Wars. Mechanically the same as the game above. Physical components include 8 theme miniatures, a 3D 'Cavern Tray', and a selection of the excellent Lost Worlds combat gamebooks. With 12 scenarios. **$20.00**

AH **MAGIC REALM** ***
16 very detailed heroic characters are sent on a perilous, grandiose quest for glory and riches in a vast magical world. Includes 20 land tiles, 121 cards and 476 counters. This is the closest a Fantasy boardgame gets to a Role Playing game. With complex magic and combat mechanics. **$45.00**

TSR **MERTWIG'S MAZE** **
2-9 players lead a party of adventurers thru the wilderness in search of treasure, and a chance to inherit the throne. A great fun monster-bashing game that was designed as a tutorial for *DUNGEONS & DRAGONS*. With 196 cards (for characters, NPCs, monsters, weapons & treasure), eight 11"x8" Adventure Area maps and a 25"x21" wilderness/town map. **$25.00**

IRO **SORCERER KING** **
A fierce battle between 6 kingdoms; the victor will rule all the land, and inherit the power of the ancients. But the glorious path to power is somewhat strewn with hazards: chaos beasties & the warrior knights of the other players. Great combat mechanics, with magic, character advancement, ect. **$45.00**



GAM **TALISMAN** *
2-6 adventurers travel a strange world in search of the Crown of Command. Along the way they will collect a wealth of treasure, attract loyal followers, purchase better equipment, win priceless magic items and suffer horrendous wounds from a plethora of ferocious beasties! With 182 colour cards and a beautiful map. A very entertaining quest game. **$30.00**

GAM **TALISMAN: THE ADVENTURE**
56 extra cards - more Spells, Monsters, Spirits, Strangers, Places, Equipment, Magic Objects, Followers, Events and 6 new Characters. Plus 6 large colour character sheets and 6 cards for alternative game endings (both nasty & fun). **$20.00**

GAM **TALISMAN EXPANSION SET**
70 new colour cards (including 14 new Characters). **$20.00**

GAM **TALISMAN: THE DUNGEON**
Now players, in their quest for the Ultimate Victory, can enter the errie subterranean depths of the *TALISMAN* land. Features 54 colour cards (with 14 new characters and many new dungeon-dwelling beasties!) and a 11"x16" mapboard. **$30.00**

GAM **TALISMAN: TIMESCAPE**
A parallel alien world based on the *WARHAMMER 40,000* Universe! Introduces new Science-Fiction characters, hi-tech treasures, galactic followers, and hideously nasty star-spawned creatures that like nothing better than to feast upon the torn flesh of foolhardy adventurers! Also contains 62 colour cards (8 new characters) and a mapboard. **$30.00**

GAM • **TALISMAN CITY**
New characters, encounters, etc. Players now have a chance to become the King's Champion, or the Court Magician. Get mugged or earn some gold to purchase new equipment. **TBA**

TSR **THE GREAT KHAN GAME** **
A multiple-player game of political intrigue and military struggles in a whimsical fantasy world. Only those who can connive, manipulate and coerce the other players (ie: a real bastard!) will have a chance of creating an empire! With an 11"x17" map, 120 counters, and 160 illustrated cards. Fun. **$35.00**

AH **TITAN** **
2-6 Titans travel the land mustering mixed legions of monsters, heroes and wizards, whilst trying to eliminate each other. Uses strategic movement with tactical combat resolution. 621 counters, 16"x22" master mapboard and eleven 8"x11" Battleland maps. A great fantasy slugfest! **$55.00**

STE **UNDEAD** **
Count Dracula is stalking London, leaving a trail of desiccated corpses and undead victims with ghoulish appetites in his wake! The players must hunt down and rid the world of this evil parasitical abomination! A mini-game with112 colour counters and three small maps. **$12.00**

GAM **WARLOCK OF FIRETOP MOUNTAIN** *
A Fighting Fantasy boardgame fraught with money, monsters and masterful artwork. Characters face the denizens of the dungeon in a mercenary quest for riches. With 98 colour cards, 50 Adventure sheets and a 22"23" mapboard. **$55.00**

COMPUTER GAMES

	GAME TITLE (DISK ONLY!)	C-64	APPLE	APIIGS	IBM	AMIGA	ST	MAC
PRE WORLD WAR II								
SSI	**BATTLES OF NAPOLEON**	**$46.00**						
EA	7 CITIES OF GOLD	$28.00	$23.00		$34.00	$34.00		$34.00
SSG	**DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 1**	**$50.00**	**$50.00**					
SSG	DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 2	$50.00	$50.00		$50.00			
SSG	**DECISIVE BATTLES OF U.S. CIVIL WAR Vol. 3**	**$50.00**	**$50.00**					
SSI	GETTYSBURG - THE TURNING POINT	$45.00			$45.00	$45.00		
SSI	**REBEL CHARGE AT CHICKAMAUGA**	**$45.00**			**$55.00**	**$46.00**		
SSI	SHILOH - GRANT'S TRAIL IN THE WEST	$45.00			$46.00			
SSI	**SONS OF LIBERTY**	**$45.00**			**$46.00**			
WORLD WAR II								
SSI	**B-24**	**$45.00**						
SSG	BATTLES IN NORMANDY	$50.00	$50.00					
SSI	**BATTLEGROUP**	**$45.00**						
SSG	BATTLEFRONT	$50.00	$50.00					
SSG	**CARRIERS AT WAR**	**$50.00**	**$50.00**					
SSI	COMPUTER AMBUSH	$45.00						
SSG	**EUROPE ABLAZE**	**$50.00**	**$50.00**					
PAN	FIRE BRIGADE				$50.00	$50.00 NEEDS 2 MEG.		$50.00
SSI	**FIRST OVER GERMANY**	**$46.00**			**$55.00**			
SSG	HALLS OF MONTEZUMA - BATTLE HISTORY OF THE USMC	$50.00			$50.00*			
SSI	**KAMPFGRUPPE**	**$45.00**			**$45.00**	**$45.00**		
SSI	PANZERSTRIKE	$46.00						
EA	**PATTON vs. ROMMEL**	**$39.00**			**$65.00**			**$65.00**
SSG	ROMMEL: BATTLES FOR NORTH AFRICA	$50.00	$50.00					
SSG	**RUSSIA: GREAT WAR IN EAST**	**$50.00**	**$50.00**					
SSI	STORM ACROSS EUROPE	$46.00			TBA			
SSI	**TYPHOON OF STEEL**	**$46.00**						
SSI	WARSHIP	$45.00			$45.00			
POST WORLD WAR II								
SSG	**MacARTHUR'S WAR: KOREA**	**$50.00**	**$50.00**					
SSI	MECHBRIGADE	$45.00			$45.00			
SSI	**OVERRUN!**	**$55.00**						
EA	PEGASUS	$39.00	$65.00		$65.00			
SSI	**RED LIGHTNING**				**$60.00**		**$60.00**	
EA	STRIKEFLEET	$39.00	$55.00		$55.00			
SCIENCE FICTION								
EA	**MARS SAGA**	**$39.00**						
SSG	REACH FOR THE STARS 3RD EDITION	$50.00	$50.00	$50.00	$50.00*	$50.00		$50.00
SSI	**ROADWAR 2000**	**$45.00**		**$45.00**	**$46.00**	**$46.00**	**$45.00**	
SSI	ROADWAR EUROPA	$45.00			$46.00	$46.00		
EA	**SENTINEL WORLDS**				**$55.00**			
SSI	STAR COMMAND				$46.00*			
EA	**STARFLIGHT**				**$55.00**			
SSI	STELLAR CRUSADE				$55.00*			
EA	**WASTELAND**	**$35.00**	**$55.00**		**$65.00**			
FANTASY								
EA	**BARD'S TALE 1**	**$39.00**	**$55.00**	**$78.00**	**$55.00**	**$55.00**	**$65.00**	**$65.00**
EA	BARD'S TALE 2	$39.00	$65.00	$78.00	$65.00	$55.00		
EA	**BARD'S TALE 3**	**$39.00**	**$65.00**					
SSI	CURSE OF THE AZURE BONDS	$46.00			$60.00			
EA	**DEATHLORD**	**$39.00**	**$65.00**					
SSI	DEMON'S WINTER	$45.00			$46.00	$46.00	$46.00	
SSI	**DM's ASSISTANT Vol. 1: ENCOUNTERS**	**$46.00**	**$46.00**		**$46.00**			
SSI •	DM'S ASSISTANT Vol. 2: CHARACTERS & TREASURES	$46.00						
SSI	**(THE) ETERNAL DAGGER**	**$46.00**						
SSG	FIREKING	$50.00						
SSI	**GEMSTONE WARRIOR**	**$45.00**						
SSI	HEROES OF THE LANCE	$45.00			$46.00*	$46.00	$45.00	
SSI	**HILLSFAR**	**$46.00**			**$60.00***			
SSI	PHANTASIE	$45.00			$46.00	$46.00	$45.00	
SSI	**PHANTASIE II**	**$46.00**					**$45.00**	
SSI	PHANTASIE III	$46.00			$55.00	$45.00	$45.00	
SSI	**POOL OF RADIANCE**	**$46.00**	**$55.00**		**$55.00*** - NOTE: IBM NEEDS TWO FLOPPIES OR A HARD DISK!			
SSI	QUESTRON	$45.00						
SSI	**QUESTRON II**	**$46.00**			**$46.00***	**$46.00**		
SSI	RINGS OF ZILFIN	$45.00			$55.00			
SSI	**SHARD OF SPRING**	**$28.00**			**$45.00**			
SSI •	SWORD OF ARAGON				$46.00			
SSI	**WIZARD'S CROWN**	**$45.00**			**$55.00**		**$45.00**	
MISCELLANEOUS TITLES								
EA	**CHESSMASTER 2000**	**$39.00**	**$99.00**		**$65.00**	**$55.00**	**$65.00**	**$78.00**
EA	CHUCK YEAGER'S ADVANCED FLIGHT SIMULATOR	$39.00	$65.00		$65.00			$65.00
SSI	**WARGAME CONSTRUCTION SET**	**$45.00**			**$46.00**		**$46.00**	

* Denotes both 3 1/2" and 5 1/4" size Disks.

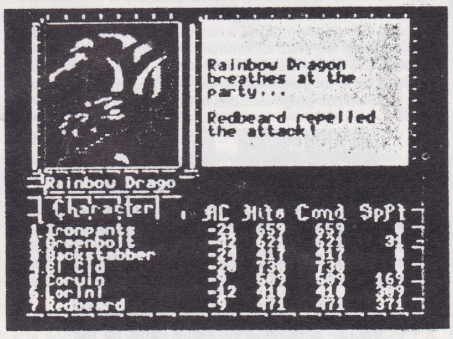
NOTE: All *SSI* **IBM** simulations need Colour Card.

COMPUTER GAME DESCRIPTIONS

B-24
A flight & combat simulator that challenges you to fly 19 dangerous bombing raids over the Axis oil refineries at Ploesti in Rumania, one of the most heavily defended sites in Nazi Europe. A campaign to shorten the war in Europe by reducing the oil production flow to Hitler's war machine.

BARD'S TALE 1
It's been a long wait, but at last we are able to sell this very popular fantasy epic! You select a band of six adventurers and set off in a wondrous realm to find wealth and glory. The detail is superb, for example there are 85 spells to choose from, and 16 three-dimensional mazes to get lost in. Great stuff!

BARD'S TALE 2
You can transfer your battle-hardened *BARD'S TALE 1* characters across to this one, thus the legend continues! Another campaign game of discovery and conquest. With new spells (including 'Monster Summoning'), over 100 new beasties, 25 dungeons, 6 new cities & a whole bloody mess of wilderness!



BARD'S TALE 3
Your Fighters are all thumbs, your Mages speachless, & that damd Bard is scared sober! An unspeakable evil has laid its chill claws around Skara Brae, and the city's defenders can do nothing to avert the inevitable horrors that will follow. Except (of course) if your brave band can survive the 87 dungeon levels, and then beat the crap out of the 'Thing' responsible.

BATTLES IN NORMANDY
8 scenarios allow you to recreate the momentous battles that established the Normandy Bridge-head. Re-live the massive Allied invasion of France in June 1944, a bold mechanized thrust that marked the beginning of the end for Germany. Uses the same mechanics as *BATTLEFRONT*, with all the great system features, plus a design application for new scenarios.

BATTLEGROUP
Sister-game to *KAMPFGRUPPE*, recreating tactical combat on the Western Front. Includes every major German, US, and British land-weapon used on this front from 1943 to 1945. Units range from individual vehicles to battalions. New rules such as 'stacking limits' and 'troop morale' are included.

BATTLECRUISER
A good tactical naval game that uses the same system as *WARSHIP*. Recreates individual ship-to-ship combat with an overview to the use (or misuse!) of fleet strategy. Contains data for 79 WWI ships from both Germany and Britain, plus 79 major WWII British, French, German and Italian vessels.

BATTLEFRONT
A recreation of multi-theatre Corps-level battles. The game features a great range of unit types, from combat to support, in a complete and accurate battle environment. Includes four scenarios from Crete, Stalingrad, Saipan and Bastogne: plus a comprehensive scenario design kit to keep you playing.

BATTLES OF NAPOLEON
Can simulate practically any Napoleonic engagement. This advanced game offers both set scenarios as well as scenario construction. Maps can be created using 5 levels of elevation and 7 terrain types (scale = 100 yards/hex). All forces can be changed in size, type, weapons and nationality. Units are rated for melee strength, leadership and moral. Good value.

CARRIERS AT WAR
Contains five historical scenarios - Midway, East Solomons, Philippine Sea, Santa Cruz & Coral Sea. Using *SSG's* unique design systems, new scenarios can be built. The menu offers 63 aircraft types; 3,000,000 square miles of map, 5 major ship types, and much more - enough to create air/naval warfare in any theatre of WWII!

CHESSMASTER 2000
One of the best chess functions around. The on-screen displays can be in 2-D or 3-D graphics, and include a chess clock as well as views of captured pieces. There is a "Teach" and "Hint?" mode, as well as solitaire or two-player options. The program has an opening library of 71,000+ moves (smartass!).

CHUCK YEAGER'S ADVANCED FLIGHT SIMULATOR
Test pilot 14 different aircraft - from the venerable Sopwith Camel to the hi-tech SR-71 Blackbird. On-screen graphics include working instrument panels and moving ground terrain. Windscreen cursors teach the novice flyer the basics, and once those all-important wings are earned, good 'ole Chuck himself can give your skills a bit of a test!

(7) CITIES OF GOLD
1492-1540: The bold & dangerous journeys of the Conquistadors. Prepare your ship and crew for the long voyage of discovery, the search for wealth will lead to the Aztec and Incan empires. This is 16TH century high adventure, captured in all its glory with 2800+ screens. The computer can also completely generate New Worlds so that you sail into the unknown!

CURSE OF THE AZURE BONDS
Sequel to *POOL OF RADIANCE*, and again set in TSR's Forgotten Realms - includes the most populous and detailed parts of this huge world. This is a very large multi-disk campaign for high level (10TH Level+) characters, and includes Rangers, Paladins and many new spells.

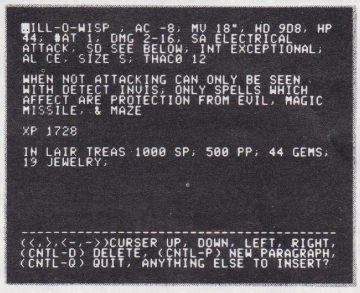
DEATHLORD
A mighty demon stalks the land, sending forth its evil minions to spread havoc and destruction. Samurai who have dared its magical powers have been slain, the Emperor fears for his very life! You must travel the land, collecting magic items and honing skills until your inevitable battle with the dark beast. Includes very detailed characters, a world with 16 continents, 128 types of monsters, and a plethora of dungeons.

DECISIVE BATTLES OF THE U.S. CIVIL WAR
Vol. 1
Six scenarios from the War between the States - the first Bull Run, Shiloh, the second Bull Run, Antietam, Fredericksburg and Chancellorsville. With a new easy-to-learn menu system, plus the *WARPLAN* wargame construction set and the *WARPAINT* graphics editor for detailed scenario creation.

DECISIVE BATTLES OF THE U.S. CIVIL WAR
Vol. 2
Covers the middle years of the war with the battles for Chatanooga, Chickamauga, Gettysberg, Gaines Mill, and Stones River. Once this scenario mix is exhausted, players can create their own battles with *WARPLAN* & *WARPAINT*.

DECISIVE BATTLES OF THE U.S. CIVIL WAR
Vol. 3
The last of the Civil War series features the final savage years of the Confederacy. The scenarios recreate the battles for Spotsylvania, Atlanta, Franklin, Wilderness Tavern, Cold Harbor and Nashville. Also includes a B.Y.O. scenario option.

DEMON'S WINTER
Trapped in a volcano, the Demon Malifon's evil minions are searching the world for a way to free their master. A preternatural winter, sent forth by Malifon, has left the planet an arctic wasteland. Into this frigid realm must go a party of adventurers, searching for a way to end the icy enchantment, and to ensure Malifon's continued imprisonment. Characters have 5 attributes, and can be of 5 racial types & 10 classes!


WILL-O-WISP , AC -8, MV 18", HD 9D8, HP 44, #AT 1 DMG 2-16, SA ELECTRICAL ATTACK, SD SEE BELOW, INT EXCEPTIONAL, AL CE, SIZE S, THAC0 12
WHEN NOT ATTACKING CAN ONLY BE SEEN WITH DETECT INVIS, ONLY SPELLS WHICH AFFECT ARE PROTECTION FROM EVIL, MAGIC MISSILE, & MAZE
XP 1728
IN LAIR TREAS 1000 SP, 500 PP, 44 GEMS, 19 JEWELRY.
(<,>,<-,->)CURSER UP, DOWN, LEFT, RIGHT, (CNTL-D) DELETE, (CNTL-P) NEW PARAGRAPH, (CNTL-Q) QUIT, ANYTHING ELSE TO INSERT?

THE DUNGEON MASTER'S ASSISTANT
Vol. 1: ENCOUNTERS
Contains over 1,000 separate encounters, and 1,300 individual monsters & non-player characters. These can reduce the preparation time for an AD&D game by several hours per session. The user can either specify encounters to be played, or can get them randomly generated. Ideal for lazy DMs!

THE DUNGEON MASTER'S ASSISTANT
Vol. 2: CHARACTERS & TREASURES
Having no sample of this new release at the time of printing, I can't really say anything about it to thus provoke hundreds of our readers into rushing out and spending their hard-earned cash on purchasing a copy - unlucky I suppose! However, by looking at the title one can surmise that this program can help generate character & NPC stats, as well as random treasure generation - so now you'll have to buy one anyway!

(THE) ETERNAL DAGGER
A band of eight brave (albeit gullible) adventurers must search the land for an enchanted dagger. They must use this mighty artfact to close the Demon Portal before a gruesome army of vile undead march out of its evil depths, like a loathsome legion of ruined and twisted flesh, to overwhelm the unprepared nations of Middleworld. Real pulp-fantasy action!

EUROPE ABLAZE
3 scenarios are included, each represents a particular style of operations that marked the European air war from 1939 to 1945. From the desperate Battle over Britain, to the awesome destruction unleashed by the Allied bomb runs upon Germany. Every detail of the 'war for the skys' is included - cloud cover, weather, flack, and the Nazi wonder weapons - jets. An option for scenario design is provided for further enjoyment.

FIRE BRIGADE
The battle for Kiev, 1943, one of the most decisive and mobile battles of the Eastern Front. The assault by the *elite* 3RD Guards Tank Army threatened to split the German line and isolate Army Group South. Balck's 48TH Panzer Korps ('The Fire Brigade') was committed for a counter-attack. This is a popular Australian game that features hi-res graphics set in a strategic layout, plus variable skill levels and a tutor program.

FIRE KING
SSG's first Fantasy game! A lone hero (or heroine) goes in search of adventure in a beautiful land. Arcade-style action that uses 3D graphics to enhance the visual impact: good fun The player just meanders 'round this wonderful land looking at the sights, punching out various creepy crawlies, and pocketing all these great magical trinkets. Action aplenty in the open wilderness, underground, indoors, and underwater.

FIRST OVER GERMANY
A flight simulator covering B-17 daylight raids during WWII. The object is to survive 25 combat missions. Crew members are chosen individually and then accrue experience on each flight. Pilot training starts in the U.S. and leads to an active station in England, from there it's a short hop to the flak scared skies over Hitler's Europa. Problems facing every aspiring pilot include enemy fighters, fuel, bombing accuracy, et al.

GEMSTONE WARRIOR
A graphic, 'real-time' adventure in which a single adventurer, armed with an arsenal of weapons and magic spells, must descend into the dark realms of the Netherworld to recover the five pieces of a shattered artifact called the 'Gemstone'. It is this shattered magical dingus that is the key against all evil.

GETTYSBURG - THE TURNING POINT
What started out as just another skirmish, became the turning point of the American Civil War. One or two players can re-enact this, the greatest battle of the campaign, with an award winning simulation. Features three levels of play, and a zoom-in-zoom-out screen for instant battle intelligence.

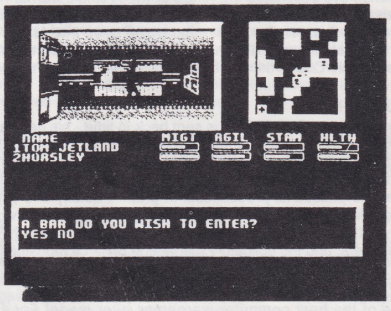
HALLS OF MONTEZUMA
From the capture of Mexico City in 1848, through two World Wars, Korea and Vietnam - the U.S. Marine Coups has a combat record second to none. This is based on the system in *BATTLEFRONT*, and includes *WARPAINT* (which gives complete graphic control over the icons), and the game design option: *WARPLAN*. A great multi-scenario battle history.

HEROES OF THE LANCE
Based on the *DRAGONLANCE* saga. Play involves questing in the evil-infested temple ruins of Xak Tsaroth for the Disks of Mishakai. With eight individually-skilled *DRAGONLANCE* characters. Provides fully animated action, plus arcade-style graphics. Includes all the old favorite critters from the story, i.e. - Gully Dwarves and Draconians, etc.

HILLSFAR
Another game set in the AD&D world of the Forgotten Realms for an individual character. Set in a colourful city wherein the choice of a new quest or a pub-crawl is always available. From arena challenges, to archery tournaments and deadly mazes: all types of trials and tribulations await! This program will accept characters from the *POOL OF RADIANCE* game.

KAMPFGRUPPE
Nominated as one of the best computer simulations ever, this game is for the wargamer wanting a superior tactical simulation covering the Eastern front. It features all the major tanks, tank destroyers, assault guns, AT guns, transport vehicles, support weapons and infantry guns, that saw action in Russia from 1941-'45. Platoon scale action with combat resolution graded down to individual troopers and AFVs.

MacARTHUR'S WAR: KOREA
In June 1950, the North Korean Army surged into South Korea, they swept aside all defences and were poised to take the last bastion of resistance.The UN intervened, and MacArthur's brilliant capture of Seoul resulted in the rapid invasion of North Korea. Chinese forces joined the fun and produced a stalemate on the 38TH Parallel. With 8 great scenarios.



MARS SAGA
Mars has been colonised - by Earth's criminals. There are only two ways to escape; die, or accept a mission to discover who (or what) has shut down a new outpost in the Martin deserts. The task, first of simply surviving in the prison city, will take several characters to lost cities, mines, caverns, tunnel complexes & the dissicated surface of the red planet itself. With 21 advanced skills and various weapon damage. If you only purchase one computer game, make sure this is it!

MECHBRIGADE
A grand-tactical simulation of an invasion of central West Germany by the Warsaw Pact. Includes all the major vehicles, weapons-systems and attack/utility helicopters of Russia, West Germany, America, and Britain. This is a very detailed simulation of modern combined-arms action using the detailed *KAMPFGRUPPE* combat resolution system. Four scenarios.

OVERRUN!
50 yards per on-screen square, and every symbol represents one AFV, gun, or infantry squad - ammunition expenditure is resolved right down to the last rifle round! Every type of weapon system is included for play (up to and including the T-94, FOG-M & ADATS). Vehicles are rated for frontal, side & top armour values against both HEAT & kinetic rounds. Play includes historic scenarios and a mega-Europa campaign.

PANZER STRIKE
Engage in highly detailed tank-to-tank and squad-to-squad combat in this high-res WW2 tactical game. Each unit is either one AFV, pak gun, or infantry squad. 50 yards per on-screen map-hex. Three theaters are covered; the entire East Front, 1940 West Front, & Africa, Included are 2 double-sided disks & a very comprehensive weapons listing. Great detail.

PATTON VS. ROMMEL
Take the role of one of these great commanders during the Normandy invasion. Battlefield appraisal is accomplished with the aid of five different tactical scans. Each game can be selected from three levels of complexity. Set at Divisional level, with multiple command/control orders logged for each unit.

PEGASUS
The cutting edge of weapons technology: pilot a 50+ knot hydrofoil platform that carries a shattering Harpoon punch. The latest patrol craft from the U.S., Italy & Israel are the basis of this hi-tech simulation. Operations include convoy protection or hunter-killer missions against a variety of nationalities and vessels. Game mechanics feature radar, helicopter support and chaff. Features very good graphics.

PHANTASIE
In this classic fantasy epic, you create a party of six adventurers, then lead them against the evil Dark Lord's minions in an effort to retrieve 8 magical rings. Characters can be chosen from six classes and fifteen races. A large selection of magic spells is employed by both encounters and PCs. This is a program with a campaign format, and many adventure areas!

PHANTASIE II
To remove an evil warlock's curse, the characters must travel through danger-filled lands & monster-infested dungeons in a quest to find an ancient orb - and then they must discover a way to destroy it! Combat options now include missile-fire, and characters from *PHANTASIE* can be transfered to this game, thus continuing the saga of heroic fantasy.

PHANTASIE III
(The Wrath of Nickademus)
Evil Nickademus is no longer satisfied with control of a petty island, now the greedy bugger wants to conquer the world! He must be stopped, and the quest to end his reign of terror is yours. Includes new features for the PHANTASIE series games such as bow fire, very powerful (and very nasty!) spells, individual character damage segmented into body locations, and a better experience system.

POOL OF RADIANCE
The first installment of an *AD&D FORGOTTEN REALMS* adventure series: a heroic party of adventurers must rid a city of rampaging beasties, and destroy whatever evil force is behind this mayhem. Uses classic AD&D style characters, monsters and spells. Features great 3-D city, dungeon and combat visuals. With state-of-the-art graphics, this is certainly our most popular fanatsy computer game!

PRESIDENT ELECT
Campaign for the presidency of America during a nine week race. Uses a rating system for candidates (includes charisma, socio-economic views, foreign policy positions, etc). Players must run a successful publicity trail (advertising, debating and kissing babies) to win the coveted seat of power in American politics.

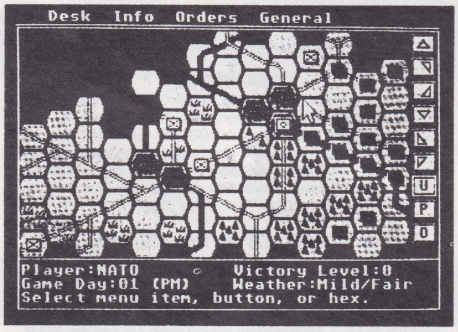
QUESTRON
With the aid of the Great Book of Evil Magic, Mantor's dark legions have decimated the King's army. A single warrior has been selected from an entire realm as the last defender of the land, and this heroic knight must travel deep into Mantor's barbaric lands and brave the dreaded dungeons to steal the Great Book. One of the first fantasy computer games made.

QUESTRON II
Our hero from *QUESTRON* is sent back in time - his new task is to exterminate the six mad sorcerors responsible for the creation of the Great Book of Evil Magic (no-one can certainly deny that being a Hero can make life quite a bastard!). This game surpasses its predecessor in graphic quality and campaign detail. The fully animated 3-D visuals represent towns, labyrinthine dungeons, a huge wilderness, countless NPC characters, and the obligatory menagerie of fierce monsters.

REACH FOR THE STARS 3RD ED.
One of the best computer wargames ever made! For 1-4 players who must each build a space empire by developing a homeworld, sending out colonists, establishing habitable planets and developing them. Security for these bases is directly tied to the procurement of technical skills (for navigation, ships & industry). There is but one obstacle to galactic domination - the other players! Colonies become the prey for starfleets in a bitter contest of destruction and conquest. This is a much improved game featuring new social rules, land based armies and much more!

REBEL CHARGE AT CHICKAMAUGA
A simulation of the South's last major offensive thrust during the American Civil War. A two day battle in turns that each represent only two hours. With tactical and strategic maps plus three levels of complexity. Uncertainty over the arrival of reinforcements, complete historical accuracy, and hidden movement make this a very tense computer game!

RED LIGHTNING
Depicts a massive Warsaw Pact invasion of central Europe. This is a very detailed brigade & divisional level air/land campaign: combat results are resolved down to indivual vehicles & aircraft! There are three scenarios, five levels of complexity, and a myriad number of possible outcomes for World War III.



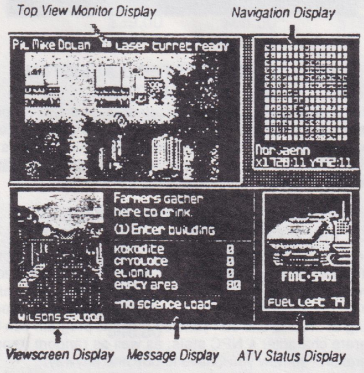
RINGS OF ZILFIN
A fiendish necromancer holds the town of Batiniq in thrall. Captor of one magic ring, this evil wizard named Dragos needs only its mate to attain invincibility. A party of intrepid adventurers must set forth on a perilous quest to find and reunite the legendary rings and depose the dark overlord. This complex simulation includes beautiful graphics!

ROADWAR 2000
Bacteriological warfare in the year 2000 has reduced the U.S. to a lawless wasteland, the highways are now futuristic battlefields for societies renegades. You are a road-gang leader who must search the poisoned ruins and locate eight federal government scientists so that they may develop a vaccine against this modern man-made plague.

ROADWAR EUROPA
Post-doomsday Europe is held hostage by terrorists who plan to detonate five nuclear missiles across the continent. A *Rambo* clone assembles his *Mad Max* entourage of thugs & armed vehicles and goes touring in search of the warheads. The player's job is to find & disarm the weapons and then find and disarm (and disleg, and dishead...) the evil terrorists!

ROMMEL: BATTLES FOR NORTH AFRICA
The Italian army had been routed out of Egypt, a small German force was sent to try and stem the Allied advance. For the next two years, outnumbered & poorly supplied, this Africa Corps out-witted & out-fought all of its opponents.This game includes nine scenarios - from Syria to a hypothetical invasion of Malta, plus all the necessary accessories to design further desert engagements.

RUSSIA - GREAT WAR IN THE EAST
Detailed simulation of the entire war in the East. Contains several scenarios and a campaign game. Players can either control the entire Axis or Russian order of battle, or just command an Army Group and let the computer run the remaining forces. Typical SSG quality!



SENTINEL WORLDS
Cargoliners, burdened with ores and raw materials from the furthermost reaches of the frontier, have been disappearing without warning. A deep-space gunboat, manned by an elite crew, is dispatched to discover the cause of this dilemma. Whoever, or whatever, is responsible for the lost vessels must be stopped by the armed investigative team. This is an action-packed simulation fraught with intrigue and suspence!

SHARD OF SPRING
Embark on a journey of peril with five brave adventurers to re-gain the Shard of Spring - a magical artifact which has the power of eternal springtime - which was stolen by an evil entity. Lead a deadly quest through townships (and their fear-some taverns!), the hostile wilderness, and dank dungeons populated with psychopathic beasties.

SHILOH - GRANT'S TRIAL
Covers the bloody battle of the Tennessee River at Pittsburgh Landing in the American Civil War. Two murderous days that would be General Grant's first real trial by fire. The game has three levels of complexity. On-screen graphics include both strategic and tactical displays, with full historical integrity.

SONS OF LIBERTY
Three epic battles of the American Revolution; 'Bunker Hill' - the first major battle between the colonials and British, 'Saratoga' - Washington's test of military skill, and 'Monmouth' - the turning point of the revolution. Includes three levels of play complexity, with strategic and tactical map graphics.

STAR COMMAND
A special force of 8 star-troopers (with variable skill ratings & characteristics) must search for smugglers' lairs in a galaxy that spans thousands of stars! As the game proceeds, the troops may improve skills, rise in rank and collect bigger weapons. Features man-to-man or tactical starship combat and stunning graphics. The 2ND scenario involves a military campaign against and alien race of intelligent insects.

STAR FLIGHT
A starship is sent on a galaxy-spanning quest to seek out new lifeforms, and the remnants of ancient civilisations. There are over 270 star systems to explore, with 800 unique planets. Seven alien races, each with a separate language and culture, will help or hinder the ship's mission. Crew emphasis is on six officers, each with a separate command function, who all gain experience as the game progresses. This detailed campaign includes fully animated graphics.

STELLAR CRUSADE
Two militant stellar nations collide in a bitter struggle for control of a resource-rich star cluster. The game mechanics include exploration (searching for the best planets to colonise), and domestic priorities (expanding economic strength thru the procurement of raw materials and increased production, plus troops training, weapons research and developing industry). and warfare (designing ships, building fleets and preparing commanders). With 7 scenarios, plus a campaign.

STORM ACROSS EUROPE
A 1-to-3 player simulation the entire battle for Europe at a grand strategic level. Game features include both the military and economic aspects of the campaign. Resources collected via land aquisition are allocated to each nations production or research. The three facets of conquest are included in the mechanics - Land (armour, mechanised & infantry corps); Sea (amphibious landings, U-boat campaigns & convoy raiders); Air (paratroop assaults, air superiority & strategic bombing).

STRIKE FLEET
Modern sea combat with 10 scenarios (from the Persian Gulf & Falklands, to the North Atlantic) and a campaign game. The player can build a fleet of up to 16 vessels, choosing from 12 classes of fighting ship. Combat features cannon fire, missiles, phalanx, helicopter, aircraft, and submarines. Full sonar & radar target aquisition included, plus some great graphics!

SWORD OF ARAGON
Players lead armies of warriors, knights, and mages as they attempt to conquer the land of Aragon. With strategic movement and tactical combat resolution. But victory also depends upon medieval economics and skilled resource allocation!

TYPHOON OF STEEL
Each on-screen square represents 50 yards, and every symbol only one vehicle, gun, or infantry squad. The 'build your own' scenarios (and huge campaign game) offers every weapon type ever produced for the Americans, British, Germans, and Japanese! Full damage allocation, engineering capabilities & naval support are included in the detailed mechanics. A complete scenario creation option is available.

USAAF
Simulates the dangerous daylight bombing raids against heavy industry and weapons factories in Nazi-occupied Europe by the U.S. Air Force. Game mechanics include flak, enemy fighters, weather, fuel, variable bomb loads, etc.

WARGAME CONSTRUCTION SET
Play games that you design! Create your very own unique battlefields, build the opposing forces, and plan a scenario where your grand armies will beat the crap out of each other. Any type of terrain can be constructed with a wide selection of colour icons. All manner of warfare can be initiated, from ancient clashes to science fiction planet assaults.

WARSHIP
Companion to *BATTLECRUISER*. This World War II naval combat simulator features 79 ship classes from the Allied and Japanese fleets. *WARSHIP* is a comprehensive simulation of surface warfare from 1941 to 1945.. Play involves ship-to-ship action with extremely detailed and authentic mechanics.

WASTELAND
Full colour graphic adventure in post-holocaust America. The shattered ruins of civilisation are now host to a population of nuclear degenerates and fierce renegades. The player assumes the role of a lone traveller whose only ambition seems to involve meeting various weird denizens and blowing them away! Full man-to-man combat with modern and sci-fi personal weapons. Features hundreds of encounters.

WIZARD'S CROWN
The magical Wizard's Crown has been usurped by the Wizard of Thunder. The crown now lies imprisoned behind the shattered walls of a ruined city. Eight fearless adventurers must dare the perils of this cursed domain and return with the sacred dingus. This game features a large selection of magic spells, five character classes, personal attributes, and more.

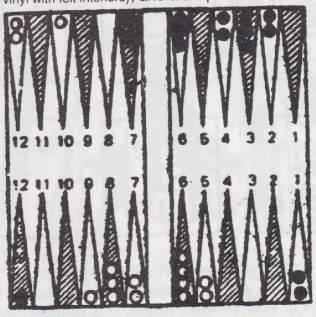
GENERAL GAMES

SOLITAIRE

TWN835 **8" MARBLE SOLITAIRE**
I do believe that this is a game whereby the player must remove all of the pieces from off the board, except the last, via jumping (and thus eliminating) the other pieces. Well, it is a well known game - even if I'm not sure of its mechanics! What you get for your money is a circular polished marble playing surface (20cm in diameter), and 33 'pearlised' marble marbles! As a bonus the manufacturers have included a simple cardboard box wherein the above components are placed. **$15.00**

BACKGAMMON

BAK006 **15" VINYL**
The case is made from tan coloured vinyl, with brass catches and carrying handle. Inside, the tables are covered in a chocolate coloured felt, with white & tan points.Contents include 30 plastic men (white & chocolate), 4 dice, a doubling cube, 2 dice cups (tan vinyl with felt interiors), and a simple rulebook. **$25.00**



BAK011 **18" RIBBED VINYL**
A huge, distinguished black ribbed vinyl case with red stiching, black metal catches, and a carrying handle. On the inside, the tables are made of grey felt, with black or red stiched points. The 30 plastic men are red or black, as are the 4 dice. The set also includes a doubling cube, instructions, and 2 dice cups made from black ribbed vinyl with grey felt interiors. **$40.00**

CHESS SETS

CHS106 **TRAVEL MATE**
A pocket-sized set with magnetic pieces. The checkered (12cm) black & gold board is mounted on the outside of a sturdy black plastic case. The playing pieces, which are circular counters marked with symbols, are kept inside the case. Also includes very basic rules. Extremely compact.**$3.50**

CHS002 **15" BEVELLED EDGE**
Again the playing surface is on the outside of a box, which is also used to transport the wooden pieces. The squares of the 31cm board are made from light and dark wood panels. Inside the box can be found felt lining and elastic loops, used for mounting the pieces. Quite an attractive set. **$40.00**

CHS850 **16" WOOD CABINET**
Made with a traditional wood-grain finish, the 42cm board acts as a removable lid to an ornate box inlaid with felt & elastic loops (wherein go the large wooden playing pieces). This is a very handsome set that will appeal to any avid chess-player - its construction is tough, yet very pleasing to the eye. **$80.00**

CHS356 **12" GLASS SET**
This really looks great! The 35cm glass board is divided into clear or frosted squares, the glass playing pieces are also either frosted or clear. An ideal way to adorn a coffee-table or sideboard. This product includes a cardboard sleeve and styrene packing to secure the set from damage. **$75.00**

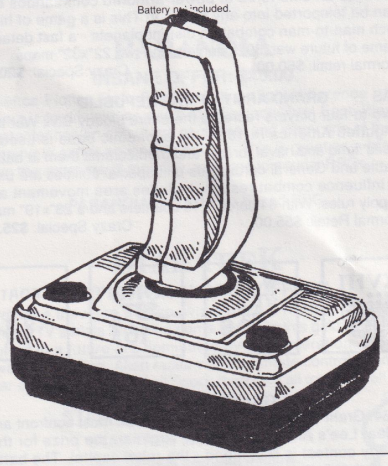
COMPUTER CHESS

NVG873 **NOVAG SOLO**
One of the most portable computer chess sets available! It is presented as a small handheld computer (uses four AAA batteries) which clips into a vinyl sleeve that doubles as an 11cm chess board. The playing pieces are black & white magnetic disks marked with symbols. The computer has 8 levels of play, a game-save memory, fast response times, and uses international chess rules (including en-passant moves, castlings & pawn promotion). With an instruction booklet. **$55.00**

NVG884 **NOVAG ESCORT**
The Escort is a sturdy black plastic case, the upper surface of which is a chess board. Set into the sides are two drawers, one containing the small magnetic plastic playing pieces, the other housing a removable hand-held chess computer (needs 4 AAA batteries). Has the same functions as the NOVAG SOLO, including a 'Take Back' mode for when you bugger-up a move! Plus an instruction booklet. **$75.00**

THE BLASTER!

BLS001 **THE BLASTER**
This curious item is simply a plastic joystick mounted upon a black base. There are three red buttons, one atop the joystick, the other two set at either side of the base. These buttons, when depressed, cause the following sounds - machine gun, Nuclear bomb blast, and a laser beam (could also be a tank gun). Suction cups and velcro strips are provided for mounting this strange device upon desktops or dashboards, etc. The Blaster's true purpose is unknown, however - I have found it to be an ideal psychological tool when rolling CRT damage in any board wargame (still yet to try it with miniatures!). Highly recommended. **$20.00**



CARD GAMES

MHG001 **MHING**
A classic card game, based on Mah Jongg, that combines strategy, chance, bluff & surprise. The object of the game is to achieve the highest scoring card-combinations for each hand. This award-winning boxed set includes 150 illustrated cards, a plastic card tray, score pad, and complete instructions.**$15.00**

FOU260D **DOUBLE DECK PLAYING CARDS**
Two complete decks of plastic-coated playing cards housed in a plastic tray and an elegant felt-lined sleeve combination. Both sets of cards have full colour pictures with matching themes (ie: same style, but different illustrations). **$15.50**

FOU260S **SINGLE DECK PLAYING CARDS**
Same format as above, but with only one set of cards, a plastic holding tray and felt cover. Very high quality. **$8.00**

CAR6169 **DOUBLE DECK PLASTIC**
Two decks of 100% plastic cards, in a plastic carrying case. Very hard-wearing cards, but with rather dull artwork! **$11.00**

CAR6063 **CANASTA CARDS**
Contains two decks of plastic-coated canasta cards, and a plastic carrying case. All cards have full point values printed on them, and a complete set of rules is included. **$8.00**

CAR6066 **SAMBA, BOLIVIA & CANASTA CARDS**
Three packets of 100% plastic cards, and a page of rules presented in a very red cardboard sleeve. **$13.00**

CSQ201 **POKER DICE**
OK, so it's got nothing to do with Playing Cards - who cares! What you get for your money are five high-impact dice illustrated with colour-coded card symbols. Plus a little plastc case to put them in if you can stop yourself playing. Great fun.**$2.75**

MYSTERY GAMES

HOW TO HOST A MURDER An extremely popular series of games that combine elements of Role-Playing and dectective work. Players assume the part of a character in the 'plot' and must help or hinder the other players in the solving of a theme murder! An ideal way to spend an evening with friends.

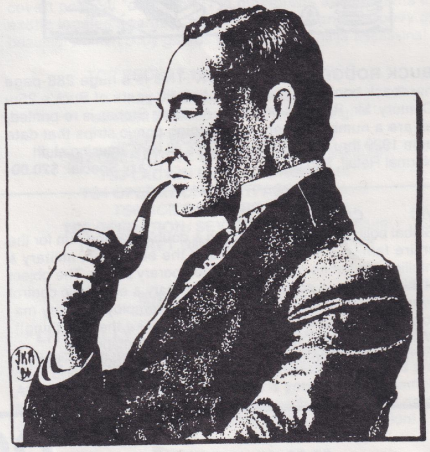
Each set contains a cassette tape (that reveals details of the murder), relavant floorplans (you still only use a lounge to play), Host guide & instructions, 8 guest invitations & envelopes, 8 clue manuals (with secrets for each player!), 8 clue packets, a detective's report, name tags, and dinner & costume suggestions for the truly adventurous.

DEC **POWAR AND GREEDE**
"You have been invited to the premiere of Powar Film Studio's latest release *'POWAR AND GREEDE'*. As an illustrious member of the cast or crew, you are a guest of the Producer, W. Anton Powar, at the Theater Banquet Hall, 1936". This is a game designed for 8 willing adults. Solve the mystery, discover the murderer, and (more importantly) prove yourself innocent of the crime - even if you did do the dastardly deed!. **$35.00**

DEC **THE CLASS OF '54**
"You have received an invitation to a special private party as guest of Rock N. Roley, famous rock star and former fellow classmate from Roley High, Class of '54" Set in the 'Happy Days' style theme of the notorious 1950's, the 8 adult players (who take on the guise of various period characters) must expose the murderer from amongst their very midst. And it's certainly not as easy as it sounds! **$35.00**

DEC **THE WATERSDOWN AFFAIR**
The players are invited to Watersdown Mansion, home of Sir Roger Watersdown, where they will enjoy a dinner amongst luxurious surrounds and then attempt to uncover the perpetrator of a most heinous murder! All you need is a sense of humor and a willingness to take a lighthearted attitude toward blackmail, sex, larceny, deceit and murder. "So much fun, it's almost criminal!™©®" says the blurb on the front. **$35.00**

DEC **THE LAST TRAIN FROM PARIS**
Set in 1941, the Germans advance inexorably towards Paris, the players have been granted an escape route - an invitation aboard the last train to leave the French capital. But little do they know (unless they read this) that their unexpected reprieve is but a tragic destiny with death! Features the usual fun & games - players try desperately to prove their innocence of the crime whilst blaming everyone else for it! **$35.00**



CONSULTING DETECTIVE This is an informative and challenging game - you are presented with a mystery to solve, and must follow the threads of evidence through the byways and mansions of Victorian England with Sherlock Holmes as your companion. Suspects must be interviewed, newspapers read for clues, and ali the facts put together before a solution is reached and the culprit sent to goal!

This is not a boardgame. No dice or luck are needed to play, just clear-thinking and an alert mind. This is a test of mental ability for players of any age. Can be played solitiare, or with two people, or a large gathering of friends.

SLE **CONSULTING DETECTIVE**
Contains a 24'x48" colour map of Holme's London, a London Directory (20-pages: covering 5000 people & places), a Case Book (46-page: 10 cases & solutions), a Clue Book (124-pages set in a 3-ring binder), Newspaper Archives (32-pages: 10 dated newspapers which provide clues for each case), and a Quiz Book Z(8-pages: quizzes for every case). **$30.00**

SLE **MANSION MURDERS**
Five extra cases for Consulting Detective. A challenge even for those with "extraordinary powers of observation and deductions"! This is a boxed set containing a 64-page Clue Book, 12-page Newspaper Archive, 26-page Case Book, and two detailed floorplans a West End Mansion. **$20.00**

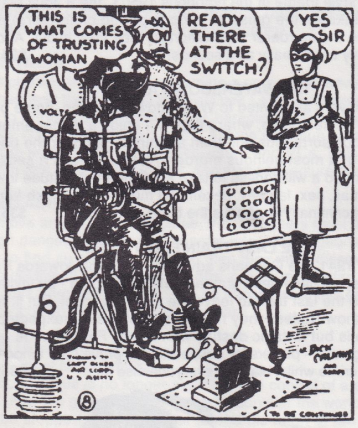
CRAZY SPECIALS!

THE FOLLOWING ITEMS ARE NO LONGER IN PRINT OR WILL NOT BE SOLD BY US AGAIN. BUT OUR REMAINING STOCK IS LIMITED - SO PLEASE GIVE SECOND CHOICES!

WARGAMES

WES **ASSAULT ON HOTH**
Massive Walkers lead the Imperial advance against the Rebel energy shield generator. The rebels must defend this site with laser turrets, troopers, and flyers. If the generators fail then the entire Rebel force can be captured, much to the delight of old Darth Vader. The game counters are free-standing, and feature some great full colour front AND rear illustrations!
Normal Retail: $50.00 Crazy Special: **$20.00**

BUCK RODGERS - BATTLE FOR THE 25TH CENTURY
This is a massive game for six players, each controls an army of starships & troopers, and must use these forces to control our solar system. The contents include a colour 21"x35" mapboard depicting the planets and asteroids, 54 cards, 200 cardboard counters, 50 plastic tokens, and over 360 detailed plastic playing pieces.
Normal Retail: $70.00 Crazy Special: **$30.00**

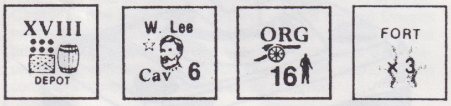


BUCK RODGERS - THE BOOK This is a huge 288-page hardback book that details the first 60 years of Buck's 25TH Century. Mr. Rodgers origins in Amazing Stories is re-printed, as are a number of very entertaining comic strips that date from 1929 thru to the early '80s. It's all very amusing stuff!
Normal Retail: $45.00 Crazy Special: **$20.00**

VIC **COLD WAR**
Global politics, influence peddling & double-dealing: fun for the entire family! 4 players command the economic, military & intelligence forces of a major contemporary power. The object of this game is to achieve political, military & economic control over as much of the world as possible - employing every malicious and devious trick available (just like the real thing!). With 130 counters, 122 cards and a 22"x32" mapsheet
Normal Retail: $45.00 Crazy Special: **$15.00**

LEA **DRAGONSTAR RISING**
Humanity's empire, the free Seven Worlds, is pitted against the huge Starguild Imperium and the alien Dragoncrests in a battle for survival. Although out-numbered, the Seven Worlds possess an elite force of power-armored commandos that can be teleported into any hot spot! This is a game of high-tech man-to-man combat on distant planets - a fast detailed game of future war. 392 counters and two 22"x32" maps
Normal retail: $60.00 Crazy Special: **$20.00**

TAS **GRAND ARMY OF THE REPUBLIC**
Two-to-four players recreate the entire bloody Civil War that engulfed America in 1861. An economic base is used to 'build' land and naval forces, and then commit them in battle. Battle and General cards, plus unit special abilities are used to influence combat results. Includes area movement and supply rules. With 64 cards, 216 counters and a 28"x19" map.
Normal Retail: $55.00 Crazy Special: **$25.00**



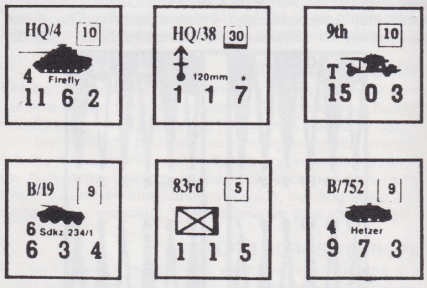
VIC **LEE vs. GRANT**
1864: Grant and his Army of the Potomac must confront and defeat Lee's Army of Northern Virginia - the prize for this bloody contest is Richmond - the rebel capital. The battle would decide the ultimate victor in the Civil War! Set at Corps & Divisional scale, with 6 introductory scenarios and 3 advanced campaign games. 520 counters and a 22"x32" map.
Normal Retail: $50.00 Crazy Special: **$30.00**

VIC **OMAHA BEACHEAD**
Grand tactical simulation of the amphibious assault upon this sector of the Normandy coast during D-Day. Units represent Battalions, and 1 hex equals 1 Km. Units represent infantry, artillery, tank, anti-tank, flak & Rangers. Game mechanics include air-strikes, resistance nests, and naval barrages. With 288 counters, a 22"x32" map and 3 scenarios.
Normal Retail: $50.00 Crazy Specials: **$20.00**

AVA **PANZER ARMEE AFRICA**
The North African Campaign: 1941-42. Set at Brigade, Battalion & Regiment scale. The game mechanics provide for very fluid fronts, far-flung actions by small forces, and long distance supply problems. Each game-turn represents 1 month, and each hex 12 miles. 200 counters and 32"x22" mapboard.
Normal Retail: $40.00 Crazy Special: **$20.00**

WES **ST. LO**
The allies have gained a tenuous foothold on Europe, but the Germans offer increasing resistance against any drive into the interior. The township of St. Lo must be captured by the Americans as a prelude to operation Cobra (the breakout initiative). The game stresses troop morale and artillery support, and play is made tense by a fragmented movement system. With 400 counters and a 22"x34" map.
Normal Retail: $40.00 Crazy Special: **$20.00**

WES **TANK LEADER - EASTERN FRONT**
Tactical combined-arms combat between platoons and companies in Russia 1941-'45. Emphasis is placed on command-control at formation level, with each unit's role/function integrity being a major factor in gaming success. Features 15 scenarios; each with variable terrain, weather, units & reinforcements. Plus 320 counters, 72 'Formation & Reinforcements' cards, and a 22"x34" map.
Normal Retail: $50.00 Crazy Special: **$30.00**



WES **TANK LEADER - WESTERN FRONT**
Same system as above - tactical combat in Western Europe from 1944 to 1945 between British, U.S. and German units. Again, coordination of all arms is necessary to bring about a victory. Introduces artillery & air strikes (of varying intensity) and engineering (defense orientated). With 15 scenarios, 320 counters, 72 'Formation/Strike' cards, and two 22"x17" maps.
Normal Retail: $50.00 Crazy Special: **$30.00**

Both of these games can be bought for only **$50.00!**

FAS **(SQUASHED) SUCCESSION WARS**
Five vast Successor States of the Star League slug it out in 4 galaxy-spanning campaigns. The ultimate goal in this titanic contest is the coveted position of Star Lord - a sort of hybrid mega-president-general-pope! A multi-player grand strategy game with 480 counters featuring 115 Battletech Regiments, 48 Event Cards, a wad of money & 22"x34" map. Note: these are on special because they have been badly crushed!
Normal Retail: $60.00 Crazy Special: **$20.00**

JEDKO GAMES SPECIAL

Descriptions of game components and campaign theme are available in the WARGAMES section of this catalogue. The following four games are available as a set for just $55.00!

RUSSIAN CAMPAIGN
FIELD MARSHAL
AFRICAN CAMPAIGN
EUROPE AT WAR

Normal Retail: $85.00 Crazy Special: **$55.00**

DOMESTIC GAMES

MAY **EMPIRE BUILDER**
2-6 Players endeavor to lay a railway network across the American continent, and to amass a fortune through shrewd business strategy. Each would-be rail baron frantically constructs a web of tracks from city to city, over a 24"x20" mapboard. But this veritable orgy of building consumes a vast amount of cash, and to further finance these dreams of empire one must freight various supply/demand resources. Components include various cards, a wad of money, 6 playing tokens, and 93 Load/resource chips. Basic complexity.
Normal Retail: $50.00 Crazy Special: **$20.00**

MAY **FAMILY BUSINESS**
Here's a real family treat! - the basic ploy of this card game is to blow-away as many of the opposition as you can whilst saving your own mob members from a similar fate. 2-6 gangster families trade shots in a vicious blood-feud, the winner is the player whose mobsters survive all this mindless bloodletting. Certainly not a game for those of a more scholarly disposition! The game mechanics are simple and fast; thus play is a hectic series of murders and bloody reprisals, with everyone using every means possible to protect their their charges.
Normal Retail: $25.00 Crazy Special: **$15.00**

AH **OUTDOOR SURVIVAL**
Here's one for all those failed Scouts (or Brownies) out there, 2-4 players must traverse a vast American-style wilderness and struggle against the elements to survive. Although only a boardgame simulation, this is a helpful primer for teaching basic survival skills! Game components include a colourful 22"x24" mapboard, 96 counters, five scenarios cards, basic rules, an outdoor survival guide, and a Life Level Index card for each player. A good game for greenies.
Normal Retail: $45.00 Crazy Special: **$15.00**

AH **TV WARS**
Assume the persona of a network programming executive and struggle to juggle a plethora of American pop-culture programs, surreal tinted films, sports replays *ad nauseam*, and embarrassingly banal news services. The ultimate goal is good ratings, which lures more advertising dollars and adds to the moralistic decay of society! This seems like quite a good game actually, with 2-4 players vieing for prime-time accolades and trying to out-maneuver their opponents with deft program placement. Features a 16"x22" gameboard and hundreds of colour Program Tiles. Well worth the money!
Normal Retail: $45.00 Crazy Special: **$20.00**

ROLE-PLAYING GAMES

DUNGEONS & DRAGONS

DUNGEONS & DRAGONS SPECIAL #1: $18.00

DRAGONLANCE ADVENTURES A hardback book containing all the information necessary to run an AD&D campaign in the world of Krynn. Features history, pantheon, new magic and character classes, geography, heroes, and more!
Normal Retail: $20.00 Individual Price: **$12.00**

DRAGONLANCE SAGA - BOOK #1 The first installment in a series of graphic novels that are an abridged version of the 'Dragonlance Chronicles' novels. 78 pages of full-colour artwork as drawn by Thomas Yeates ("Who?" I hear you ask).
Normal Retail: $20.00 Individual Price: **$10.00**

DUNGEONS & DRAGONS SPECIAL #2: $3.00

CB2 CONAN AGAINST DARKNESS! A 32-page adventure module for AD&D charcters (levels 10 thru 14). Thoth-Amon threatens to ruin Aquilonia - Conan doesn't take too kindly to the idea, and he and a few mates journey across Shem and Stygia to beat the living crap out of the evil sorcerer!
Normal Retail: $13.00 Crazy Special: **$3.00!**

MAYFAIR GAMES

MAYFAIR SPECIAL #1: $50.00

CITY-STATE OF THE INVINCIBLE OVERLORD

A Boxed Fantasy RPG supplement featuring a detailed city for inclusion in any game - includes two maps, plus background, encounters, adventures, etc. The remaining stock is the basis for the Overlord Campaign series - a coordinated reference work describing the Invincible Overlord empire.

CITY-STATE BOXED SET
and **THREE** assorted guidebook/adventures selected at random from the following (retail value $125.00):

THE WRAITH OF DERRIC'S DEEP
THE RAIDERS OF IRONROCK
DECEPTION AT DASA
THE HAUNT
BETRAYAL AT BOGWATER
CALANDIA GUIDEBOOK

CITY-STATE can be purchased separately for **$30.00**. The supplements can be bought as single items for **$15.00** each.

MAYFAIR SPECIAL #2: $20.00

GENERIC FANTASY ADVENTURES

Below is a selection of modules that, although biased towards an AD&D ™©® style of game, can be used as adventures for any fantasy campaign. Each is fully illustrated with maps & art

SIX assorted modules selected at random from the following list (retail value about $90.00):

Beneath Two Suns
(The) Contract
Dark Folk
Dragons
Dwarves
Fantastic Treasures
FEZ 1: The Valley of the Trees
Final Challenge
Lich Lords
Question of Gravity
Throne of Evil
War of Darkness
Wizard's Betrayal
Wizard's Revenge
Clockwork Mage
Crystal Barrier
Deadly Power
Dragons of Weng Tsen
Elven Banner
Fantastic Treasures II
FEZ 1: Wizard's Vale
Ice Elves
Monsters of Myth & Legend
Shadows of Evil
Undead
Wizards
Wizard's Dilema

JUDGES GUILD

BETTER READ THAN DEAD OFFER!: $15.00

Argh! The thing(s) that should not be... Yes folks, returning from the netherworlds of Role-Playing history like a fetid spectre of inept imagination are the following adventures for AD&D. An ideal gift for the DM in your life, one that will ensure that your generosity shall not be forgotten (nor forgiven!)

FIVE assorted modules selected at random from the following list (priceless retail value!):

Character Codex
Mines of Custalcon
Portals of Torsh
Trail by Fire
House on Hangman's Hill
F'deck Fo's Tomb
The Unknown Gods
Fantastic Wilderlands Beyond
Operation Ogre
Wilderlands of the fantastic Reaches
Spies of Lightelf
Zienteck
Portals of Twilight
Restormel
Ravenscrag
Maltese Clue

PARANOIA

INSANE OFFER: $20.00

Science Fiction Role-Playing with a slight difference - the object is to die with as much style as possible! Each Player Character has an entourage of clones, and every one of them is going to suffer an ignoble ending. This is great as a break from the concerns of mortality, as found in normal RPGs.

PARANOIA 2ND Edition Boxed RPG

STAR TREK

OUTTA' THIS WORLD OFFERS

From the universe that spawned quite a number of books, films & TV serials - this is a game based in this galaxy, but set during in a future era dominated by the Federation. Worlds await exploration, Alien races vie for ultimate control of entire star systems, and good ol' Spock thinks it's all too illogical!

STAR TREK SPECIAL #1: $20.00

STAR TREK BASIC Boxed RPG
and **SEVEN** assorted modules:

THE VANISHED - Module
WITNESS FOR THE DEFENCE - Module
TRADER CAPTAINS & MERCHANT PRINCES - Module
STAR TREK GM SCREEN - Supplement
(old) **SHIP CONSTRUCTION MANUAL** - Supplement
(Old) **FEDERATION SHIP RECOG. MANUAL** - Supplement
(Old) **KLINGON SHIP RECOG. MANUAL** - Supplement

The STAR TREK BASIC can be purchased separately for just **$10.00**. Total retail value of the above offer is $90.00.

STAR TREK SPECIAL #2: $8.00

Complete 15mm Deck Plans (retail value $35.00)
KLINGON D-7 - Boxed Supplement

GURPS

A SLOW-SELLER SPECIAL OFFER: $12.00

Here are two soft-cover books from the GURPS Fantasy series, both of which we have rather plentiful stocks of (hopefully not after this special offer!). They can be used on their own to simulate tactical Fantasy combat, or can be employed as a supplement for the GURPS system (normal retail $32.00).

MAN TO MAN Fantasy Combat Supplement
ORCSLAYER Man-to-Man Supplemen

DOCTOR WHO

TWO TIME-WARPED OFFERS

From the imaginative realms of this wonderful English TV series comes Fasa's Role-Playing adaptation. Certainly not a stunning achievement as far as RPG gaming mechanics are concerned, but it does capture the character and energy of the program - which is more important for the players.

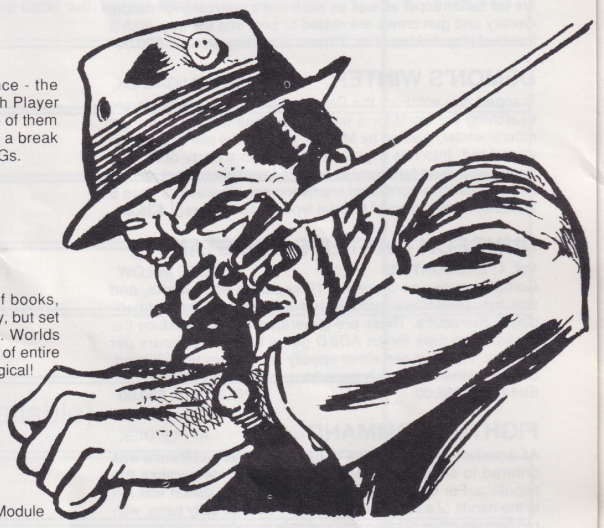
DOCTOR WHO SPECIAL #1: $15.00

DOCTOR WHO Boxed RPG

DOCTOR WHO SPECIAL #2: $5.00

Complete Solo Gamebooks (retail value $16.00)

DOCTOR WHO AND THE REBEL'S GAMBLE
DOCTOR WHO AND THE VORTEX CRYSTAL



TOP SECRET

"BEEN-THERE-DONE-THAT!" OFFER: $20.00

TSR's first edition RPG of super-spies and international espionage. All parameters of this genre are covered: from covert political "dirty-work", to glamorous assignments in exotic locales against some mad genius and his bevy of beautiful women body-guards or entorage of ninja-assassins!

TOP SECRET 1ST Edition Boxed RPG
and **FIVE** assorted modules selected at random from the following:

AGENT DOSSIERS Supplement
TS2 OPERATION: RAPIDSTRIKE! Adventure
TS3 LADY IN DISTRESS Adventure
TS4 OPERATION: FASTPASS Adventure
TS6 ACE OF CLUBS Adventure
TS8 OPERATION: SEVENTH SEAL Adventure
TOP SECRET GM'S SCREEN Supplement

MAGAZINES

LITERALLY LUDICROUS LITERARY OFFERS

Two separate magazine offers, the first being for that independent English rag 'GM', and the last a selection of TSR's pro-AD&D™©® journal 'DRAGON'. This is your chance to sample the Role-playing fare that GM offers each reader, or to catch up on those missing issues of DRAGON in your collection!

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G.M. MAGAZINE June 1989

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GAMEBOOKS

"BEYOND-THE-CALL-OF-DUTY!" OFFER: $10.00

TSR's first, and only, foray into a deluxe version of the famous *FIGHTING FANTASY* series of illustrated gamebooks. There are two profusely illustrated books per set, and the players are pitted against one another in a furious battle of survival. Real "Beer & Pretzels" stuff - easy to play & quite entertaining!

THREE assorted titles are selected at random from the following:

DOOMSDAY DEVICE
KING TAKES A DARE
DRAGONWAND OF KRYNN
BATTLE OF THE ANCIENT ROBOT
WARLORDS

NOTE: The above list is done in order of quantities available.

COMPUTER GAMES

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When ordering games from the list below, please choose a **SECOND CHOICE** item that is **NOT** from this section!

BATTALION COMMANDER — APPLE DISK

Lead a single armored battalion against an unknown enemy force, with five different scenarios. Nationality of either side can be changed to suit the player's tastes (Chinese, Soviet or U.S.). The game features 40 terrain maps that can each be used in turn with every single scenario. Weapons include a full selection of armored vehicles (MBTs, APCs & Assault), infantry (plus full support arms), and artillery. **$15.00**

BATTLE OF ANTIETAM — APPLE DISK

A grand-tactical simulation of the bloodiest single day of the Civil War. Set at demi-brigade scale (with each being rated for morale, fatigue & existing complement), and with 1 on-screen square equaling 200-yards. Players plot defensive or offensive fire for their troops, as well as each unit's marching formation; cavalry and gun crews are rested or sent into the fray. With 3 levels of play, hidden units, 7 types of artillery, ect. **$20.00**

DEMON'S WINTER — IBM, C64 & AMIGA DISK

Trapped in a volcano, the Demon Malifon's evil minions are searching the world for a way to free their master. A preternatural winter, created by Malifon, has left the planet an arctic wasteland. Into this frigid realm must go a party of adventurers, searching for a way to end the icy enchantment, and to ensure Malifon's continued imprisonment. Characters have 5 attributes, and can be of 5 racial types & 10 classes! **$35.00**

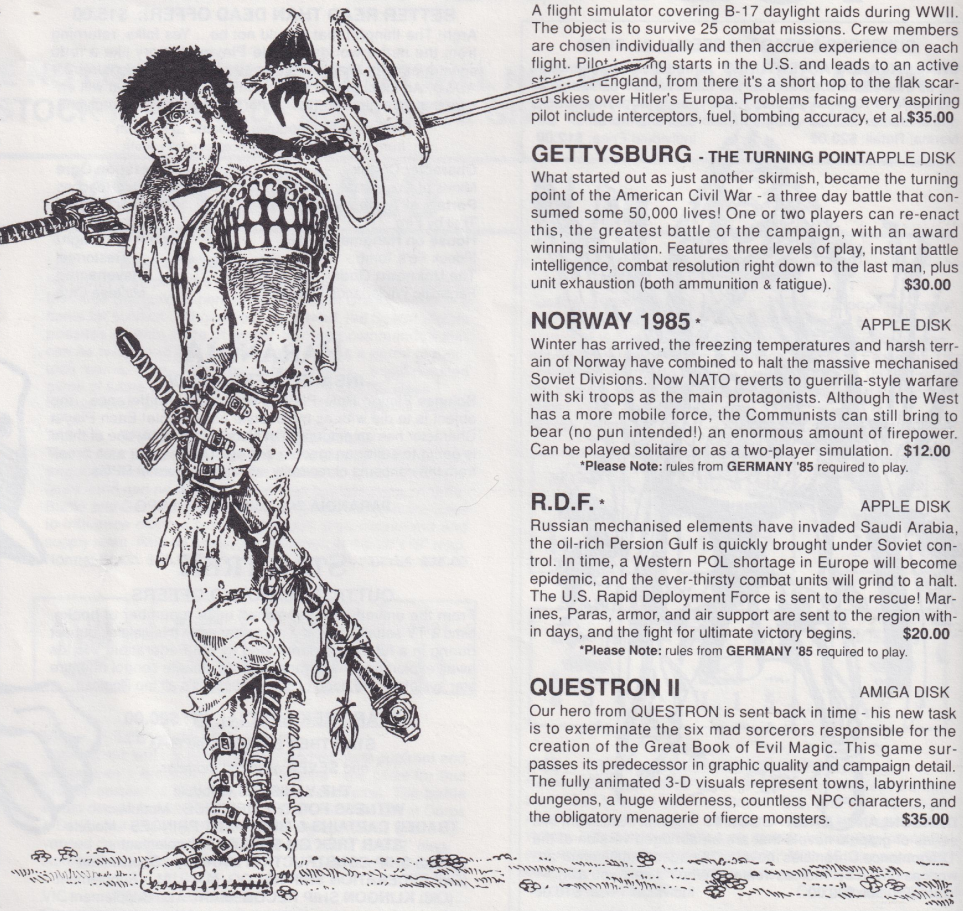
DUNGEON MASTER'S ASSISTANT

Vol. 1: ENCOUNTERS — SEE BELOW

Contains over one-thousand (!) separate encounters, and one-thousand three-hundred individual monsters and non-player characters. These pre-generated stats can reduce the preparation time for an AD&D game by several hours per session. The user can either specify encounters to be played, or can get them randomly generated. Ideal for lazy DMs!
IBM DISK: **$35.00** APPLE DISK: **$30.00**

FIGHTER COMMAND — APPLE DISK

As a prelude to the invasion of England, Hitler's Luftwaffe was ordered to smash the Royal Air Force and demoralise the populace. For the next five weeks the fate of a nation was left in the hands of each countries pilots. Features daily turns, with random weather playing a major role in determining operations. Squadron morale, and pilot experience, will affect the outcome of individual dogfights. This is a great game! **$30.00**



FIRST OVER GERMANY — IBM DISK

A flight simulator covering B-17 daylight raids during WWII. The object is to survive 25 combat missions. Crew members are chosen individually and then accrue experience on each flight. Pilot training starts in the U.S. and leads to an active station in England, from there it's a short hop to the flak scarred skies over Hitler's Europa. Problems facing every aspiring pilot include interceptors, fuel, bombing accuracy, et al.**$35.00**

GETTYSBURG - THE TURNING POINT — APPLE DISK

What started out as just another skirmish, became the turning point of the American Civil War - a three day battle that consumed some 50,000 lives! One or two players can re-enact this, the greatest battle of the campaign, with an award winning simulation. Features three levels of play, instant battle intelligence, combat resolution right down to the last man, plus unit exhaustion (both ammunition & fatigue). **$30.00**

NORWAY 1985 * — APPLE DISK

Winter has arrived, the freezing temperatures and harsh terrain of Norway have combined to halt the massive mechanised Soviet Divisions. Now NATO reverts to guerrilla-style warfare with ski troops as the main protagonists. Although the West has a more mobile force, the Communists can still bring to bear (no pun intended!) an enormous amount of firepower. Can be played solitaire or as a two-player simulation. **$12.00**

***Please Note:** rules from **GERMANY '85** required to play.

R.D.F. * — APPLE DISK

Russian mechanised elements have invaded Saudi Arabia, the oil-rich Persion Gulf is quickly brought under Soviet control. In time, a Western POL shortage in Europe will become epidemic, and the ever-thirsty combat units will grind to a halt. The U.S. Rapid Deployment Force is sent to the rescue! Marines, Paras, armor, and air support are sent to the region within days, and the fight for ultimate victory begins. **$20.00**

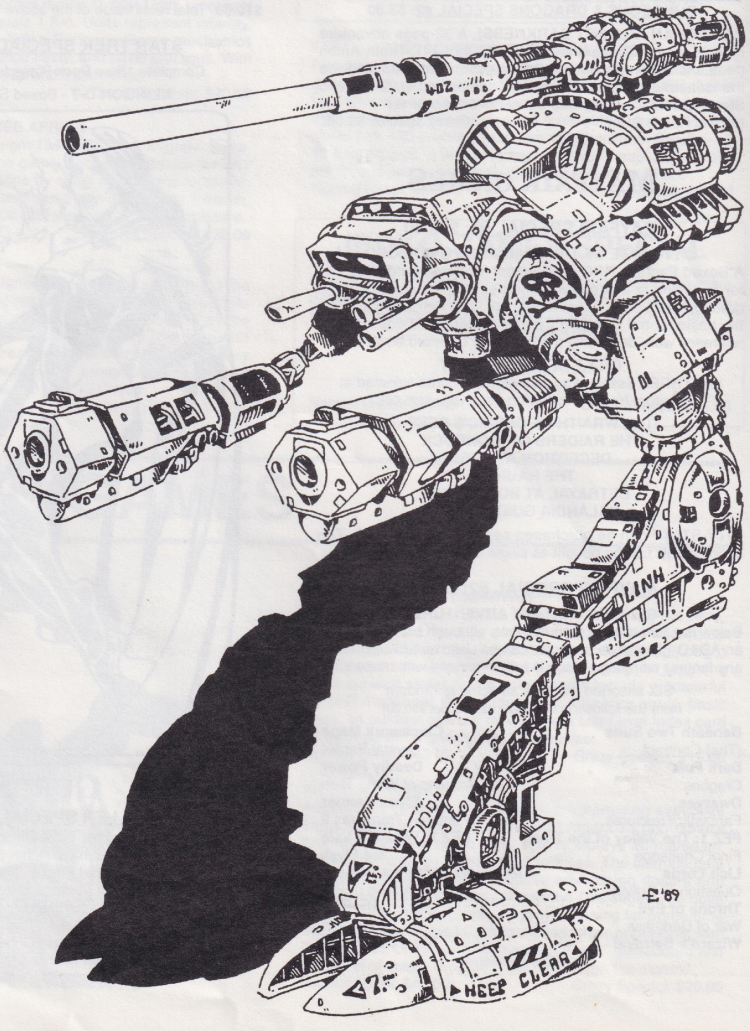
***Please Note:** rules from **GERMANY '85** required to play.

QUESTRON II — AMIGA DISK

Our hero from QUESTRON is sent back in time - his new task is to exterminate the six mad sorcerors responsible for the creation of the Great Book of Evil Magic. This game surpasses its predecessor in graphic quality and campaign detail. The fully animated 3-D visuals represent towns, labyrinthine dungeons, a huge wilderness, countless NPC characters, and the obligatory menagerie of fierce monsters. **$35.00**

BATTLETECHNOLOGY

A bimonthly publication that caters exclusively for the BattleTech enthusiast. Each issue of this journal contains a wide variety of articles to keep the dedicacated reader informed & entertained. Regular departments introduce new weapon designs, variant vehicle stats, historical essays on military subjects, profiles on major characters, short stories, and even theme poetry! See MAGAZINE SUBSCRIPTIONS for details.



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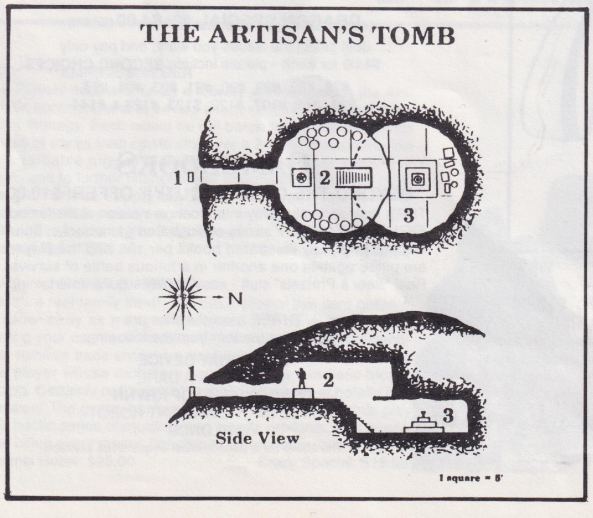
The realms of fantasy are far reaching within the pages of DUNGEON - from the most bizarre gaming environment to the deepest, darkest, and most dangerous tomb ever conceived for AD&D or D&D. Each issue contains at least five complete adventures, all DM-friendly and with detailed maps and various illustrations. This is a popular TSR production, for further details see the MAGAZINE SUBSCRIPTION section.



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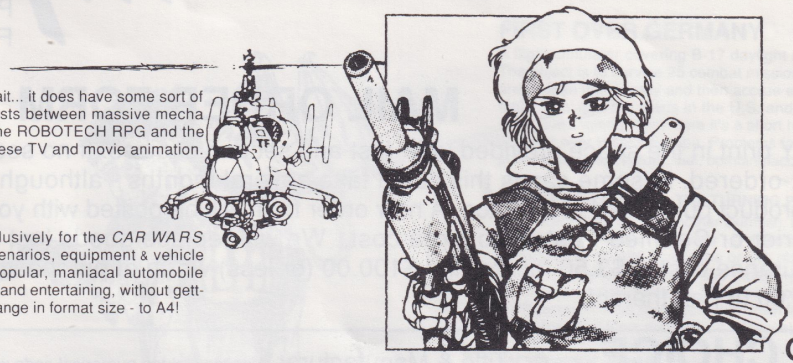

Illustration from 'ANIMAG"

ANIMAG

Well here it is folks - the magazine of Japanese animation! But wait... it does have some sort of relevance to our gaming fratenity: all those vivid cartoon slugfests between massive mecha combat vehicles and their young pilots were the basis of both the ROBOTECH RPG and the BATTLETECH wargame. Every issue features articles on Japanese TV and movie animation. Includes many colour/B&W photos, sketches, stills and diagrams.

AUTODUEL QUARTERLY

A literarily effort by the Steve Jackson company, catering exclusively for the *CAR WARS* fanatic... er, enthusiast. This magazine presents a wealth of scenarios, equipment & vehicle supplements, gaming advise, and short-stories based on the popular, maniacal automobile combat game. The main aim of this 'mag is to be both informative and entertaining, without getting too complex. The increased subscription rates are due to a change in format size - to A4!

BATTLEPLAN

A bi-monthly magazine on wargames. Both amateur and professional game designers get to strut their literary skills; by submitting quality scenarios, variant rules, new counters and intelligent strategy guides for both classic and recent simulations. Almost every game company is represented in each issue, including Australian productions. Also features a mini-wargame occasionally. Well worth a perusal by wargamers with diverse collections.

BATTLE-TECHNOLOGY

Offers nothing but *BATTLETECH* related literature. Each issue contains at least one scenario, general game design notes, *MECHWARRIOR* adventures, short stories, and rule supplements. Both roleplayers and wargamers of the *BATTLETECH* universe are catered for, and regular articles from the FASA company designers allows the publication of official™ miscellaneous rules errata! If *BATTLETECH* is the only game you play, then this is the only 'mag you need.

CHALLENGE

GDW's magazine has become the definitive source for Science-Fiction roleplayers! Every major GDW gaming system is covered in great detail; *MEGATRAVELLER, TWILIGHT 2000, 2300AD & SPACE 1889*. Other systems such as *BATTLETECH &WARHAMMER 40,000* et al, are given limited coverage. Article definition includes adventures, scenarios, new rules, optional supplements, new equipment & weapons, gaming essays, etc. Now published bi-monthly!

DRAGON

TSR's monstrous monthly 'mag. The emphasis is on *AD&D*, with a veritable treasure-chest of articles and adventures (& ads!) that will appeal to both players and DMs alike. Features on *D&D, TOP SECRET, GAMMA WORLD, STAR FRONTIERS* and *MARVEL SUPER HEROES* are tolerated, albeit with less proliferation than the ubiquitous fantasy RPG *AD&D* ™®©,ect. Each issue includes such things as new spells, magic items, monsters, tips on play, etc.

DUNGEON

Within the pages of this bi-monthly publication can be found enough adventures to satiate the wander-lust of any adventuring AD&D or D&D party. The player's quest for riches and fame, danger and excitement are fulfiled with at least five complete mini-modules per issue! Every game is DM-friendly, with all the information needed to play set out in a clear manner, all necessary maps, diagrams, and illustrations are provided. Produced by TSR.

FIRE & MOVEMENT

The main function of *FIRE & MOVEMENT* is to be an excellent source of detailed wargame profiles, either as capsule comments, or as extensive reviews. Regular magazine departments feature interviews with prominent game designers, industry news (mainly American), and elaborate essays on wargaming in general (ie: tactical doctrine, game design, etc). It is testament to the quality of *F&M* that this 'mag has been produced for many, many years.

GENERAL

AVALON HILL's high-quality publication; though this great magazine deals only with *AVALON HILL* (what a surprise!) and, occasionally, *VICTORY GAMES* simulations. Each issue has an extensive feature-article on a particular product, as well as scenarios, designer's notes, strategy guides, new rules and variant counters on old and new games. Regular articles appear for *ASL*. If you are an avid *AVALON HILL* wargamer, then this publication is indispensable!

G.M.

The latest gaming magazine from England, and a very popular one at that! This is a glossy independent monthly roleplaying rag. G.M. covers roleplaying in all its guises - boardgames, tabletop gatherings, computers, movies, music, clothing, miniatures, PBMs, comics, novels, and the "Believe-it-or-not" Live roleplay groups! The format is lively and colourful, with a huge assortment of photos and artwork. A very good publication for those gamers without any bias.

RUN 5

STRATEGIC STUDIES GROUP's computer quarterly journal that presents to the reader detailed articles and scenarios for *SSG*'s excellent computer simulations. Most issues of this Australian publication also feature designer's notes on new releases, U.S. computer game reviews, and computer gaming essays. We must admit, unluckily, that this magazine has a notoriously bad publishing schedule!

STRATEGY & TACTICS

Every issue contains a wargame of moderate-to-advanced complexity, with at least 120 glossy counters, and a large (standard size) multi-colour hex map. Periods covered range from ancients to modern, and the topics from naval to ground combat. Every issue also includes an analytical essay on the feature wargame. Plus the usual wargame reviews, industry news and gaming essays by designers, et al.

THE WARGAMER

Once upon at time *THE WARGAMER* used to compete with *S&T* in producing quality magazine wargames, but alas that is no more! However, is still is a professional wargaming 'mag, regular departments include 'Campaign Analysis' - with tactical tips & player's notes on popular wargames, and 'Moves' - which includes scenarios, variants & strategy guides. With feature reviews, scenarios, a design forum and the occasional humorous article.

WHITE DWARF

A beautiful glossy monthly magazine, with an obvious super-bias towards *GAME WORKSHOP's* role-playing and miniatures games! (plus *CITADEL* miniatures). So unless you play *WARHAMMER FANTASY BATTLES, WARHAMMER 40,000, WARHAMMER RPG, DARK FUTURE, BLOODBOWL*, or *TITANICUS*, don't buy this magazine! If however you do play any of those products, then this is your virtual gaming bible. Full of colour photos, and great artwork.

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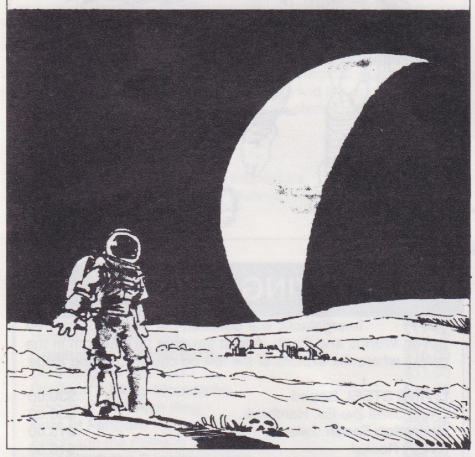

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HORROR H.P. Lovecraft's monsterous mythos and their morbid minions plague a 1920's Earth. An atmospheric gothic-horror game of a dark and inhuman netherworld. **Chaosium**

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DUNGEONS & DRAGONS

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DL09	**Dragons of Deceit**	**$15.00**
DL10	Dragons of Dreams	$13.00
DL11	**Dragons of Glory**	**$25.00**
DL12	Dragons of Faith	$20.00
DL13	**Dragons of Truth**	**$16.00**
DL14	Dragons of Triumph	$20.00
DL15	**The Mists of Krynn** (12 mini-adventures)	**$20.00**
DL16	The World of Krynn	$17.00
DLE1	**In Search of Dragons**	**$17.00**
DLE2	Dragon Magic	$17.00
DLE3	**Dragon Keep • (due Nov.)**	**$17.00**
	Leaves from the Inn of Last Home	$25.00
(boxed)	**Time of the Dragon • (due Nov.)**	**$35.00**

ADVANCED D&D CONT.

AD&D LOW LEVEL MODULES

Adventures for characters of levels 0-4.

N3	**Destiny of Kings**	**$16.00**
N4	Treasure Hunt	$16.00
N5	**Under Illefarn**	**$13.00**
WG9	Gargoyle	$13.00

AD&D MID LEVEL MODULES

Adventures for characters of levels 4-8.

A1-4	**Scourge of the Slavelords**	**$30.00**
C4	To Find a King	$13.00
C6	**RPGA Tournament Handbook**	**$20.00**
DQ1	The Shattered Statue	$13.00
I3-5	**The Desert of Desolation**	**$30.00**
I6	Ravenloft	$13.00
I8	**Ravager of Time**	**$16.00**
I9	Day of 'Al Akbar	$16.00
I11	**Needle**	**$16.00**
I12	The Egg of the Phoenix	$25.00
S1-4	**Realms of Horror**	**$20.00**
T1-4	Temple of Elemental Evil	$30.00

AD&D HIGH LEVEL MODULES

Adventures for characters of levels 9+.

CA2	**Swords of Deceit**	**$16.00**
CB2	Conan Against Darkness!	$3.00!
GDQ1-7	**The Queen of Spiders**	**$30.00**
H2	The Mines of Bloodstone	$16.00
H3	**Bloodstone Wars**	**$16.00**
H4	The Throne of Bloodstone	$18.00
I10	**Ravenloft 2: Gryphon Hill**	**$16.00**
I14	Swords of the Iron Legion	$16.00
OP1	**Tales of the Outer Planes**	**$18.00**
WG6	Isle of the Ape	$15.00
WG7	**Castle Greyhawk**	**$20.00**
WG8	Fate of Istus	$20.00
WG10	**Child's Play •**	**$13.00**
WG11	Puppets • (due Jan '90)	$13.00

ORIENTAL ADVENTURES

Various level modules set in a Feudal/Fantasy oriental land

Oriental Adventures		**$30.00**
OA2	Night of the Seven Swords	$16.00
OA3	**Ochimo: Spirit Warrior**	**$16.00**
OA4	Blood of the Yakuza	$16.00
OA5	**Mad Monkey vs. the Dragon Claws**	**$15.00**
OA6	Ronin Challenge	$19.00
OA7	**Test of the Samurai • (due Jan. '90)**	**$19.00**

AD&D GAME ACCESSORIES

Modules with a plethora of multi-level mini adventures or supplements with general *AD&D* game aids.

The Art of *DRAGON* Magazine		**$30.00**
The Art of *D&D* Book 2 • (due Oct.)		$35.00
Dungeon Master's Design Kit		**$17.00**
Mertwig's Maze (fun *D&D* boardgame!)		$25.00
REF1A	**DM's Screen 2ND Ed.**	**$15.00**
REF2A	PC Record Sheets 2ND Ed.	$17.00
REF3	**The Book of Lairs**	**$25.00**
REF4	The Book of Lairs II	$25.00
REF5	**Lords of Darkness**	**$17.00**
REF6	Complete Fighter Manual • (due Dec.)	$25.00
REF7	**Complete Thief Manual • (due Jan. '90)**	**$25.00**
I13	Adventure Pack 1	$25.00
World of Greyhawk (Campaign)		**$30.00**
The City of Greyhawk (Boxed set - it's great!)		$35.00
Spelljammer (campaign) • (due Oct.)		**$35.00**
Battlesystem Miniatures Rules		$50.00
Lankhmar: City of Adventure		**$25.00**

PLEASE NOTE: TSR's listed release dates are NOT guaranteed!

ETERNAL CHAMPION

SCIENCE & SORCERY The Eternal Champion is a mystical hero who lives upon all planes of existence, in all ages and times. An series from the books of M. Moorcock. **Chaosium**

STORMBRINGER (Hardback)	**$35.00**
HAWKMOON	$45.00
Black Sword	**$15.00**
Shattered Isle	$15.00
White Wolf	**$20.00**

GAMMA WORLD

SCI-FI Set centuries after the great holocaust, in a savage world of high-technology and strange mutations. **TSR**

GAMMA WORLD Revised Ed.		**$35.00**
GW9	Delta Fragment	$18.50
GW10	**Epsilon Cyborgs**	**$13.00**

GHOSTBUSTERS

HORROR (?) A tongue-in-cheek RPG on supernatural slapstick, monsterous mayhem and spooky spoofs! Based on the movie. Who ya gonna call? **WEST END**

GHOSTBUSTERS II Boxed • (Not yet available!)	**$40.00**
Ghostbusters II Book • (Not yet available!)	$25.00
Ghostbusters II: The Adventure •	**TBA**
Ghost Toasties	$18.00
Hot Rods of the Gods	**$16.50**
Scared Stiffs	$16.50
Apokermis Now • (Not yet available!)	**$15.00**
Tobin's Spirit Guide • (due Sept.)	$27.00
The Holloween Patch • (due Dec.)	**$15.00**
Lurid Tales of Doom • (due Nov.)	$15.00

G.U.R.P.S.

GENERIC An elegant system with supplements for every type of RPG genre that can be easily linked to the basic mechanics without the need to buy several games. **SJG**

GURPS BASIC RULEBOOK 3RD Edition	**$30.00**
GURPS 2ND Ed. Update	$12.00
GURPS Battle Maps	**$14.00**
GURPS Blank Maps	$10.00
GURPS Bestiary	**$22.50**
GURPS Character Sheets	$11.00
GURPS Hi-Tech (weapons/technology thru the ages)	**$25.00**
GURPS Reference Screen	$12.00
GURPS Player's Book	**$20.00**
GURPS Magic	$25.00
GURPS Conan •	**TBA**
Conan - Beyond Thunder River	$15.00
Conan - Moon of Blood •	**TBA**
Conan and the Queen of the Black Coast •	TBA
Harkwood	**$15.00**
Man-to-man Fantasy Combat	$8.00
Orcslayer (for Man-to-man)	**$8.00**
Tredroy	$16.00
Horror RPG	**$20.00**
The Old Stone Fort	$15.00
Zombietown U.S.A.	**$15.00**
Flight 666	$16.00
Chaos in Kansas •	**TBA**
Space RPG	$22.00
Space Atlas	**$15.00**
Space Atlas Vol. II	$15.00
Space GM's Pack	**$11.00**
Unnight	$15.00
Stardemon	**$12.00**
Wild Cards RPG •	TBA
Humanx RPG	**$20.00**
For Love of Mother Not (for HUMANX) •	$20.00
Ice Age RPG	**$15.00**
Japan RPG (Fuedal & Fantasy)	$22.00
Supers RPG	**$30.00**
Super Scum (for SUPERS) •	TBA
Swashbucklers RPG	**$20.00**
Time Travel RPG •	TBA
Witch World RPG	**$35.00**
Wild West RPG •	TBA
Autoduel RPG	**$20.00**
Car Warriors	$13.00

MARVEL SUPERHEROES

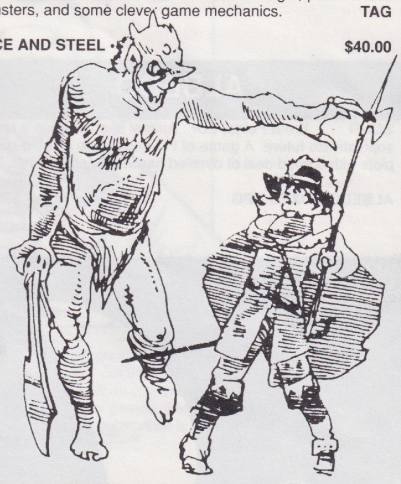
SCI-FI An Australian made RPG about Alien tourists hunting humans on Earth for recreation. Features 'hands-on' modular design with an emphasis on role-playing. **HPAC**

HP Executive Pack (contains all of the below items)	**$25.00**
HUNTER PLANET 2ND Edition	$10.00
Sindee: The Adventure	**$10.00**
Character Record Sheets	$3.00
CM's Screen & Mini Adventure	**$6.00**

LACE AND STEEL

FANTASY Another Australian production. Imagine, if you can, the Three Muskateers - add some magic, plus various monsters, and some clever game mechanics. **TAG**

LACE AND STEEL • $40.00



LIVING STEEL

SCI-FI Intergalactic war between the Starguild, the free Seven Worlds and Earth. A vast struggle for freedom in the galaxy where the exploits of the few do count. **Leading Edge**

LIVING STEEL Boxed	**$30.00**
Living Steel 2ND Ed. Hardback	$30.00
Operation Seven Swords	**$15.00**
KViSR Rocks!	$16.50
Trident - RMBK •	**TBA**
Rhand: 2349 •	TBA

MARVEL SUPERHEROES

SUPERHERO The vile villians and heroic heroes of the MARVEL comics bully, batter and butcher each other mainly because Earth is such a boring planet. **TSR**

MARVEL SUPERHEROES		**$35.00**
MARVEL SUPERHEROES ADVANCED		$35.00
Deluxe City Campaign Set (New York)		**$35.00**
MA2	Avengers Coast-to-coast	$25.00
MA4	**The Fantastic Four**	**$20.00**
ME1	Cosmos Cubed	$13.00
ME2	**Ragnarok and Roll**	**$13.00**
ME3	The Left Hand of Eternity	$16.50
MH1	**The Breeder Bombs**	**$13.00**
MH3	Murderworld!	$13.00
MH4	**Lone Wolves**	**$11.00**
MH5	Cat's Paw	$12.00
MH6	**Thunder Over Jotunheim**	**$13.00**
MH7	The Last Resort	$13.00
MH8	**Fault Line**	**$13.00**
MH9	The Gates of 'What If?'	$16.00
MHAC3	**Fold-up Figures Set**	**$13.50**
MHAC4	Pit of the Viper	$12.50
MHAC6	**New York, New York**	**$17.00**
MHAC7	Concrete Jungle	$14.00
MHAC8	**Weapons Locker**	**$13.00**
MHAC9	Realms of Magic	$25.00
MHSP1	**Secret Wars (Campaign)**	**$13.00**
MHSP2	Secret Wars II	$20.00
MT1	**All This and World War 2**	**$15.00**
MT2	The Weird, Wierd West	$18.00
MT3	**The Revenge of Kang • (due Jan. '90)**	**$18.00**
MU1	Handbook of the Marvel Universe: A-D	$25.00
MU2	**Handbook of the Marvel Universe E-M**	**$25.00**
MU3	Handbook of the Marvel Universe M-S	$25.00
MU4	**Handbook of the Marvel Universe S-Z**	**$25.00**
MU5	Handbook of Marvel 1989 • (due Nov.)	$25.00
MX1	**Nightmares of Futures Past**	**$16.00**
MX2	The X-Potential	$16.50
MX3	**Reap the Whirlwind**	**$13.00**
MX4	Flames of Doom	$13.00

MECHWARRIOR

SCI-FI A galatic war fought by five political factions for water and the lost technologies of the galaxy. **FASA**

For further titles see *BATTLETECH* in **WARGAMES** section.

MECHWARRIOR	**$25.00**
BATTLETECH 20 Year Update	$25.00
Mercenary's Handbook	**$25.00**
The Periphery - The Bandit Kingdoms	$25.00
House Steiner - The Lyran Commonwealth	**$30.00**
House Davion - The Federated Suns	$30.00
House Kurita - The Draconis Combine	**$25.00**
House Liao - The Capellan Confederation	$30.00
House Marik - The Free Worlds League	**$30.00**
The Star League	$25.00
Comstar	**$25.00**
Blood Legacy • (due March '90)	$9.00
More Tales of the Black Widow • (due Jan '90)	**$16.00**

MEGATRAVELLER

SCI-FI Set after the age of TRAVELLER 2300AD, when mankind has established a strong foothold in the realms of space. High tech adventure in the final frontier. **GDW**

MEGATRAVELLER	**$60.00**
Cloak and Dagger •	TBA
COACC: Close Orbit & Airspace Control Command	**$17.00**
Flashback • (due Nov.)	TBA
Imperial Encyclopedia	**$20.00**
Player's Manual	$20.00
Rebellion Sourcebook	**$18.00**
Referee's Companion	$20.00
Referee's Manual	**$20.00**
Robots Booklet •	TBA

MIDDLE EARTH

FANTASY J.R. Tolkien's beautiful, magical world of *THE LORD OF THE RINGS* is brought to vivid life and colour with this moderate complex, well crafted system. **Iron Crown**

MIDDLE EARTH 2ND Ed.	**$20.00**
Guide Book to Middle Earth	$13.00
Lords of Middle Earth: The Immortals	**$20.00**
Lords of Middle Earth II: The Mannish Races	$20.00
Lords of Middle Earth III	**$18.00**
MERP Combat Screen	$12.00
MERP Rule Book 2ND Ed.	**$15.00**
Middle Earth map: Folded	$10.00
Minas Tirith (Hardback)	**$30.00**
Mount Gundabad	$18.00
Assassins of Dol Amroth	**$10.00**
Brigands of Mirkwood	$10.00
Creatures of Middle Earth	**$16.00**
Dark Mage of Rhudaur •	$11.00
Dunland & Misty Mountains	**$18.00**
Empire of the Witch King •	$22.00
Ents of Fangorn	**$20.00**
Erech and the Paths of the Dead	$12.00
Far Harad: the Scorched Land	**$20.00**
Gates of Mordor	$10.00
Ghosts of the Southern Anduin •	**$10.00**
Goblins-Gate & Eagle's Eyrie	$10.00
Haunted Ruins of the Dunlendings	**$10.00**
Havens of Gondor: Belfalas	$18.00
Isengard and Northern Gondor	**$18.00**
Lake-Town • (Hardback)	TBA
Lorien and the Halls of the Elven Smiths	**$20.00**
Lost Realm of Cardolan	$18.00
Mirkwood - The Wilds of Rhouanion	**$25.00**
Moria: the Dwarven City	$18.00
Mouths of the Entwash	**$10.00**
Mythic Greece (Campaign)	$25.00
Perils on the Sea of Rhun •	**$10.00**
Phantom of the Northern Marshes	$6.00
Pirates of Pelagir	**$10.00**
Raiders of Cardolan	$10.00
Rangers of the North: the Kingdom of Arthdedain	**$18.00**
Riders of Rohan	$18.00
Rivendell: House of Elrond	**$10.00**
Robin Hood (Alternate Campaign)	$22.50
Sea Lords of Gondor	**$20.00**
Shadows in the South	$20.00
Thieves of Tharbad	**$10.00**
Warlords of the Desert	$11.00
Woses of the Black Wood	**$10.00**
FORTRESSES OF MIDDLE EARTH	
Teeth of Mordor	**$10.00**
Weathertop: Tower of the Wind	$10.00
Halls of the Elven-King	**$10.00**

PARANOIA

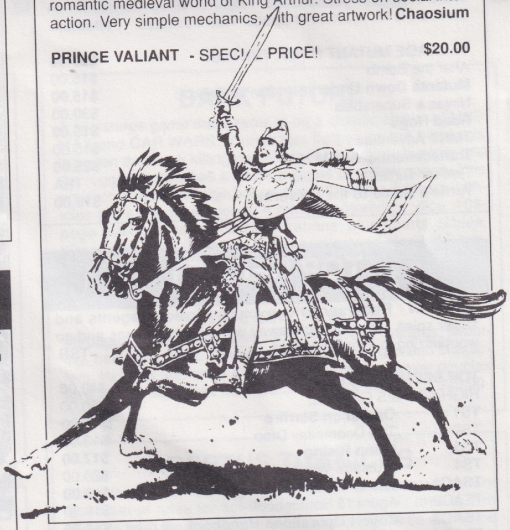
SCI-FI A humorous RPG about a computer government, clones, bureaucracy, secret societies, mutants, weird inventions and robots. Sounds a bit like real life! **WEST END**

PARANOIA 2ND Ed.	**$30.00**
Paranoia Book (Softback)	$22.00
Paranoia Excessory Pack	**$20.00**
Acute Paranoia (campaign)	$20.00
Alpha Complexities	**$16.50**
Clones in Space	$18.50
Crash Course •	TBA
D.O.A. Sector Travelogue	**TBA**
Don't Take Your Laser to Town	$15.00
Extreme Paranoia • (Boardgame)	**TBA**
Form Pack (in Triplicate!)	$15.00
GM's Screen	**$14.00**
Hil Sector Blues (Campaign)	$20.00
(The) Ice Man Returneth •	**$16.00**
More Songs About Food Vats • (?)	$15.00
Orcbusters	**$16.00**
People's Glorious Revolution	$20.00
Send in the Clones	**$17.00**
The Computer always Shoots Twice (2ND Ed. reprint)	$20.00
Vapor's Don't Shoot Back	**$13.00**
Yellow Clearance Black Box Blues	$15.00

PRINCE VALIANT

FANTASY The strory telling game set in the mostly lawless, romantic medieval world of King Arthur. Stress on social interaction. Very simple mechanics, with great artwork! **Chaosium**

PRINCE VALIANT - SPECIAL PRICE! **$20.00**



ROBOTECH

SCI-FI Based on the popular TV series of the exploits of several young pilots of hi-tech war machines in a bloody galatic war. Features excellent source material. **Palladium**

ROBOTECH	**$22.50**
Ghost Ship	$15.00
Lancer's Rockers •	**TBA**
RDF Manual	$16.50
RDF Accelerated Training Program	**$15.00**
REF Field Guide	$30.00
The Invid Invasion	**$20.00**
The Return of the Masters •	$25.00
The Sentinels	**$30.00**
The Zentraedi	$16.50
Southern Cross	**$22.50**

ROLEMASTER

FANTASY A very detailed RPG, it stands on its own for playability, but is fully compatible with **MERP**! **Iron Crown**

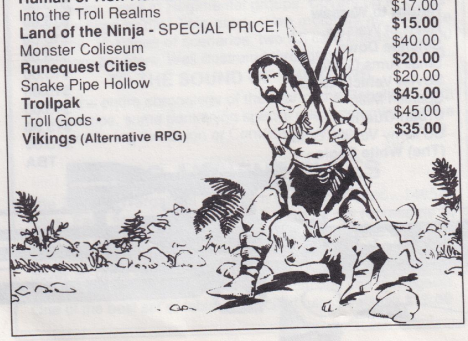
ROLEMASTER	**$50.00**
ROLEMASTER 2ND Edition • (due Nov)	$60.00
Arms Law & Claw Law (2ND Ed. due Oct)	**$18.00**
Character & Campaign Law (2ND Ed. due Nov)	$18.00
Creatures & Treasures	**$20.00**
Creatures & Treasures 2ND Edition •	TBA
Rolemaster Companion	**$20.00**
Rolemaster Companion II	$18.00
Rolemaster Companion III	**$20.00**
Rolemaster Combat Screen (2ND Ed. due Oct)	$12.00
Spell Law 2ND Edition •	**$20.00**
Cloudlords of Tanara	$20.00
The Iron Wind	**$13.00**
World of Vog Mur	$10.00
Robin Hood (Alternative RPG)	**$22.50**

See **SHADOW WORLD** for Campaign material

RUNEQUEST

FANTASY A popular RPG with its own detailed campaign world: Glorantha! Excellent, playable game mechanics and superb background scource detail. **Avalon Hill**

RUNEQUEST DELUXE	**$60.00**
RUNEQUEST STANDARD	$35.00
Runequest Player's Box	**$45.00**
Apple Lane	$20.00
Glorantha - Genertela: Crucible of the Hero Wars	**$45.00**
Gloranthan Bestiary	$19.00
Gods of Glorantha	**$40.00**
Griffin Island	$35.00
Human or Non-Human Character Sheets (Each)	**$20.00**
Into the Troll Realms	$17.00
Land of the Ninja - SPECIAL PRICE!	**$15.00**
Monster Coliseum	$40.00
Runequest Cities	**$20.00**
Snake Pipe Hollow	$20.00
Trollpak	**$45.00**
Troll Gods •	$45.00
Vikings (Alternative RPG)	**$35.00**



SHADOWRUN

SCIENCE-SORCERY A unique blend of Fantasy racial stock plus magic, and a hardcore hi-tech world of surreal punk imagery combined with violent neo-facist elements! **FASA**

SHADOWRUN (Hardback) •	**$50.00**
Game Master's Screen (& Mini-Adventure) •	$22.00
Seattle Sourcebook •	**TBA**
Urban Sprawl #1 • (due Dec)	$25.00
Mercuriat • (due Oct)	**$16.00**
DNA/DOA • (due Nov)	$16.00
Dream Chipper • (due Dec)	**$16.00**

SHADOW WORLD

FANTASY Kulthea - a huge unique world designed mainly for Role Master, but can be used for any other system, like AD&D! Very detailed, with a superb background! **Iron Crown**

Shadow World Master Atlas	**$30.00**
Quellbourne - Land of the Silver Mist	$18.00
Journey to the Magic Isle	**$13.00**
Demons of the Burning Night	$15.00
Star Crown Empire and The Sea of Fates	**$18.00**
Tales of the Loremasters Book I	$10.00
The Orgillion Horror •	**$10.00**
Kingdom of the Desert Jewel •	$18.00
Tales of the Loremasters Book 2 •	**$10.00**
The Cyclops Vale and Other Tales • (due Nov)	$10.00

SPACE 1889

SCI-FI Moderate complexity RPG, set in Victorian era and based on the works of H.G. Wells & Jules Vern. This is real pulp sci-fi in all its pompous glory. Real fun! **GDW**

SPACE 1889	**$50.00**
Beastmen of Mars	$15.00
Canal Priests of Mars •	**TBA**
Caravans of Mars • (due Dec.)	$15.00
Cloud Captains of Mars • (due Nov.)	**TBA**
Cloud Ships & Gunboats	$35.00
Conklin's Atlas	**$20.00**
(The) Liftwood Conspiracy •	$22.00
More Tales from the Ether •	**$15.00**
Referee's Screen	$20.00
Soldier's Companion	**$27.00**
Steppelords of Mars • (due Nov.)	$15.00
Tales from the Ether	**$14.00**
Temple of the Beastmen • (due Sept?)	TBA
Venus Sourcebook • (due Sept?)	**TBA**

SPACEMASTER

SCI-FI A quality RPG of a high-technology future and adventures on alien worlds. Extensively detailed. **Iron Crown**

SPACEMASTER 2ND Edition	**$40.00**
Action on the Akaisha Outstation	$10.00
Beyond the Core	**$20.00**
(The) Cygnus Conspiracy	$10.00
Disaster on Adanis III • (due Oct)	**$10.00**
Durandrium Find	$9.00
Imperial Crisis: House Devon in Turmoil!	**$17.00**
League of Merchants - Lords of the Imp. Underground	$18.00
Legacy of the Ancients •	**$10.00**
Lost Telepaths	$22.50
Raiders from the Frontier	**$15.00**
Space Master Combat Screen 2ND Ed.	$10.00
Space Master Companion	**$20.00**
Star Strike (expansion & boardgame)	$55.00
Star Strike Vessel Compendium #2	**$18.00**
Star Strike Vessel Compendium #3 •	$20.00
Tales from Deep Space	**$10.00**
War on a Distant Moon - The Tayan Revolution	$10.00
Voyage of the Titania •	**TBA**

STAR TREK

SCI-FI Covers the Federation-era universe as based on countless TV series and several movies. Quite detailed. **FASA**

STAR TREK BASIC	**$15.00**
STAR TREK DELUXE	$20.00
STAR TREK DELUXE 2ND Edition	**$50.00**
Ship Construction Manual 2ND Ed.	$25.00
Star Fleet Intelligence Manual	**$25.00**
Star Trek GM Screen	$15.00
Star Trek 4 Sourcebook Update	**$25.00**
The Federation	$25.00
The Klingons 2ND Ed.	**$27.00**
The Orions	$35.00
The Romulans	**$25.00**
The Next Generation - First Year Sourcebook •	$20.00
The Next Generation - Galaxy Blueprints • (due Nov)	**$30.00**
A Doomsday Like Any Other	**$18.00**
A Conflict of Interests & Kilingon Intelligence Briefing	$27.00
A Matter of Priorities	**$15.00**
Decision at Midnight	$18.00
Demand of Honor	**$15.00**
Denial of Destiny	$12.00
Graduation Exercise	**$18.00**
Imbalance of Power	$25.00
Margin of Profit	**$17.00**
Old Soldiers Never Die & The Romulan War	$25.00
Return to Axanar & The 4 Years War	**$25.00**
The Strider Incident & Defense Outpost Plans	$25.00
Termination 1456	**$15.00**
The Dixie Gambit	$18.00
The Mines of Selka	**$18.00**
The Next Generation Officer's Manual	$25.00
The Orion Ruse	**$12.00**
The Outcasts	$15.00
The Triangle	**$25.00**
The Triangle Campaign	$17.00
Trader Captain & Merchant Princes 2ND Ed.	**$30.00**
Where Has All the Glory Gone?	$15.00
Witness for the Defense	**$12.00**

STAR WARS

SCI-FI Features basic game mechanics with greater detail on background material. Good for beginners. **West End**

STAR WARS	**$30.00**
Battle for the Golden Sun	$20.00
Crisis on Cloud City •	**TBA**
Galaxy Guide 1	$25.00
Galaxy Guide 2 - Yavin & Bespin	**$24.00**
Galaxy Guide 3 - The Empire Strikes Back •	TBA
Galaxy Guide 4 - Aliens •	**TBA**
Lightsaber Dueling Pack one-on-one gamebooks	$20.00
Otherspace	**$20.00**
Riders of the Maelstrom •	$22.00
Scavenger Hunt	**$20.00**
Star Fall	$18.00
Strike Force Shantipole	**$20.00**
Star Wars Battlebook •	TBA
Star Warriors (Boardgame)	**$50.00**
Star Wars Campaign Pack	$20.00
Star Wars Rules Companion	**$25.00**
Tatooine Manhunt	$20.00
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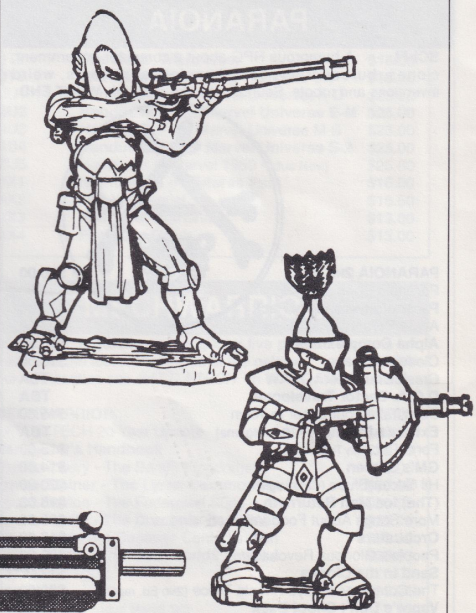

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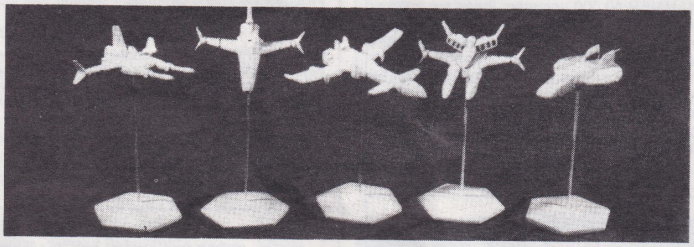

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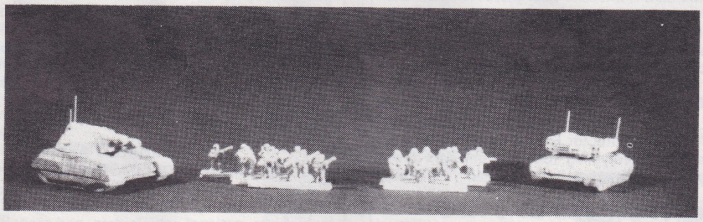

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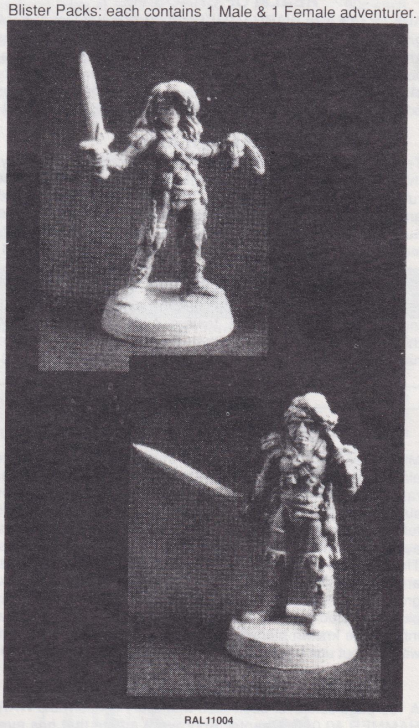

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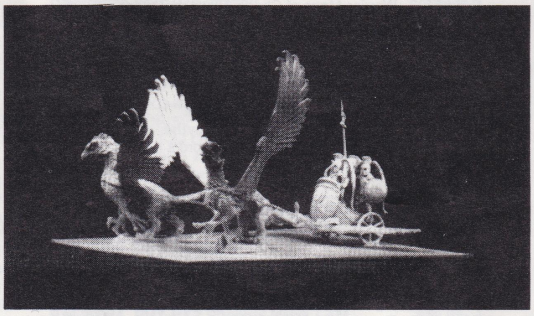

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Table, 2 chairs, 1 stool, 4 mugs, 4 plates & 2 candlesticks.

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CIBB107T	Troll Players (2)	$11.00
CIBB108	**Skaven Players**	**$11.00**
CIBB109A	Star Players Snotlings, Ninja, Werwolf & Knights	$11.00
CIBB109B	**Star Players** Snotlings on pogo-sticks & 3 ugly mutants	**$11.00**
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CI73363M	Minotaurs (2)	$13.00
CI73363T	**Treeman (1)**	**$13.00**
CIT73390	Halfling Players (10)	$13.00
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WARHAMMER 40,000

The number of miniatures per pack is in parenthesis

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CIRT106M	**Medic on Motorbike (1)**	**$11.00**
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TALISMAN

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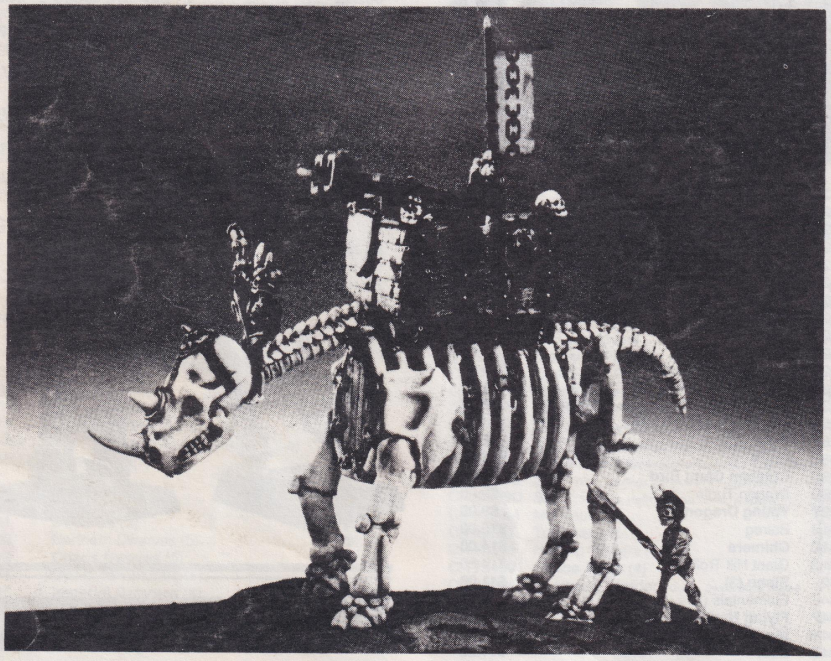

GRE5506 War Rhino Captive Carrier

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